ASTERIX EXCLUSIVE STREET RACER PREVIEWED

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SEGA PRO

APRIL '95 • ISSUE 43

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EXCLUSIVE REVIEW!

Is Striker a title contender? We bring you the first look at Sega's new centre forward!

COULD IT BE MAGIC?

Victory Goal gets a big money transfer from the Land of the Rising Sun, but is the Saturn's first footie game worth the fee? Find out inside!

IN THE ONION BAG!

We rate the new boys against the soccer sim greats of the past.

ALSO FEATURED INSIDE:

- Street Racer
- Light Crusader
- Alien Soldier
- X-Men 2
- Story of Thor
- Toughman Contest
- Skeleton Krew
- Motocross

Up for the Cup!

The console soccer season kicks off with a bang!

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MEGA-CD · MEGA DRIVE & MEGA-32X · MASTER SYSTEM · GAME GEAR · SATURN

SEGAPRO APRIL 1995
• STRIKER • VICTORY GOAL • LIGHT CRUSADER • STREET RACER • ASTERIX • STORY OF THOR • ISSUE 43

INSIDE THIS ISSUE





Now we have two versions of your favourite magazine there really is no other choice for the owner of any Sega system!

Britain's Best Sega Magazine!

This issue SEGAPRO's Barmy Army has gone football crazy, proving once again that your favourite magazine is always top of the league! We bring you EXCLUSIVE reviews of Striker on the Mega Drive and Victory Goal on the Saturn, as we look at how strong the latest signings are. On top of this we have a brilliant football feature in which top soccer pundits Kingster and Pilky look back at the great soccer sims of the past and discuss how the new boys shape up in comparison. The final whistle hasn't been blown yet however, as over on SegaPro CD we bring you an exciting cover-mounted disc demo in the form of FIFA International Soccer from EA Sports. The demo allows you to view the FMV intro, before giving you some limited playing time. As always the boy done good, so remember for all the best soccer sim action read SEGAPRO!

DISC DEMO

INFO SEGA PRO DISC INFO

To coincide with this issue's football special, SEGAPRO CD brings you a playable cover-mounted disc demo of EA Sports' FIFA International Soccer. Read on to discover how to kick off...



FIFA INTERNATIONAL SOCCER CHAMPIONSHIP EDITION

THE DEMO

Our *FIFA CD* demo lets you replay the World Cup Final with a two-minute exhibition match between Brazil and Italy. Either one or two players can join in (or four if you have a 4 Way Play adaptor). Note that although the league and tournament options appear, and can be accessed, you can't play in these modes.

The demo starts with the full FMV introduction sequence. To skip this, press START twice. Press START again to bypass the title screen and the Game Setup screen appears. To play a match press START, then choose both teams using the D-pad.

Press START again to access the Control Setup screen: choose which team you want to play for by moving your controller icon to the left or right. For a one-player game, leave one of the controller icons in the middle – the computer will play the unselected side. For a competitive two-player match, move your controller icons to opposite sides. If a 4 Way Play adaptor is plugged in, four controller icons appear on screen.

Press START and the Game Configuration screen appears: to begin the match, press START again. In a one-player game you control the man under the yellow star. To pause the game, press START to return to the Game Configuration screen where you can change tactics or view an instant replay. Have fun!

(Please note that this demo is identical to the one featured on a previous issue of Mega Power.)





BALL CONTROL

Before kick off, check the official FIFA directives on how to play...

D-pad: Moves your currently controlled man around the pitch. It's also used to direct kicks and headers, and to apply swerve by moving it just after shooting.

Without the ball...

Button A: Sliding tackle or header, depending on how high the ball is.
Button B: Switches the control to your nearest player to the ball.
Button C: Press it repeatedly to speed up your running.
Button B+C: Shoulder-charges an opponent – watch out when attempting this, you could get booked or even sent off!

With the ball...

Button A: Chips the ball – hold it down for more power. Move D-pad after kicking to apply swerve.
Button B: Passes the ball to a team-mate. Hold for extra power. To back-heel, press B with the D-pad in the opposite direction to which you're running.
Button C: Shoots automatically towards goal. Hold for increased shot power. Use D-pad to apply aftertouch.
Button B+C: One-touch passing movement: your player passes to a team-mate (indicated by a cross) who then knocks it back for a one-two.

Ball in the air...

Button A, B or C: Header, volley or bicycle kick.

Goalkeeper...

Button A or B: Tap to throw ball out to team-mate, or hold down to kick upfield.
Button B: Dive for the ball, with D-pad to determine direction (only with manual goalies selected).
Button C: Brings up direction box at goal kicks. Position this where you want to kick the ball, then press A.

Goal Kick/Corner /Throw-in...

Button A, B or C: Kick/throw towards centre of direction box.

Penalty Kick...

Button A or C: Shoot at the goal (direct with D-pad).
Button B: Swap penalty taker for another player.

Free Kick...

Button A or B: Pass the ball to a team-mate.
Button C: Shoot for goal.

SEGA PRO

APRIL '95

PARAGON PUBLISHING LTD
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PRINTED BY
Southernprint (Web Offset) Ltd

DISTRIBUTED BY
Seymour International Press Distributors
Windsor House, 1270 London Road, Norbury,
London SW16 4DH. (081) 6791899.

SEGAPRO: ISSN 0964-2641
SEGAPROCD: ISSN 1354-859X

SPECIAL THANKS TO:
Video Games Centre ✆ (0202) 527 314

CON

In this Issue...

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Katch up with the Krew!

Make no bones about it Core's new shoot-'em-up is not for the faint of heart. Luckily rabble like the Skeleton Krew will never scare SEGAPRO's crack team of professionals, who are always ready to trade blows! Find out what we thought of this all-action Mega Drive release in our sharp-shootin' review on page 58.

MORE GAMES THAN ANY OTHER MAG!

SATURN

MEGA-32X

MEGA DRIVE

MEGA-CD

NEWS FRONTLINE

It's a funny old game!

Despite the beautiful game being dragged into the gutter in recent months (nice drop-kick Cantona, me old mate!), football is still our national sport and quite rightly so. This statement is supported by the huge success of soccer simulations over the years. This issue we've got EXCLUSIVE reviews of two more big footie releases, *Striker* on the Mega Drive and *Victory Goal* on the Saturn. We've also got a special roundup of all the old footie sims from the past, which should cause a few debates! After all, just like the real thing, we've all got our own opinions on which games are the true greats of the console park and which are the Tony Adams (that's donkeys for the uninitiated)! Anyway, read on and enjoy SEGAPRO, Britain's best Sega magazine.

Chris Marke

And the main stories tonight... Knuckles stars in his own new Mega Drive game on page 6, Judge Dredd delivers his unique brand of justice on 7, and US Gold decide to release Mega-CD Flashback on 8. Yesss!

KNUCKLES GOES *CHAOTIX!*

Knuckles has come a long way since he first made an appearance as Dr Robotnik's unwitting accomplice in *Sonic 3*. Since then he has gained himself quite a strong fan club and also switched allegiances to join Sonic against nasty old Robotnik in the aptly titled *Sonic And Knuckles*! In fact Sega now think he's ready to star in his own game, which is where *Chaotix* on the Mega Drive-32X comes in.

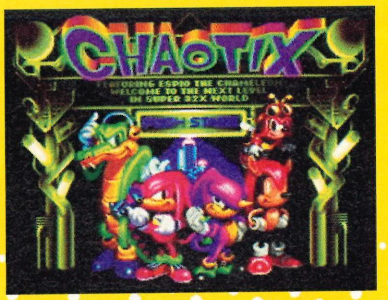




Knuckles is the main character in this *Sonic*-style platform adventure. However, he is destined to have a host of chums to help him through the levels. These will include Mighty the Armadillo and Vortex the Crocodile, to name a couple, but as yet the definite number of other characters is still unknown.

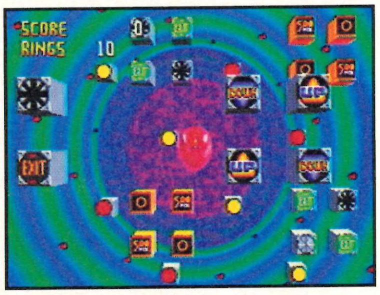
There'll also be some secret characters popping up as you progress through the levels and discover all the cunningly hidden secret bonuses.

At the beginning of the game you will get the chance to select two of the characters, whom you will use throughout the game. Before you set off on the adventure Metal Sonic pops up to connect the two characters together, ensuring they are joined at all times. The idea behind this is that the characters can now help each other by using their partner's body as a variety of useful and wacky items, including weapons, platforms and ladders.



This is all the information we have on the game at the moment, but rest assured we'll be bringing you an in-depth look at *Chaotix* in the next issue. I bet ya just can't wait – we can't!





SATURN *RACING*

Virtua Racing is revving up to burst onto the Saturn in November. The outstanding arcade racing game will be released by Time Warner Interactive, who feel it deserves an airing on Sega's new super--console.

The Saturn version should stick closely to the principles of the original arcade game with a host of different options to select from before the race begins. These include the difficulty setting, the course you wish to race around, and the number of players involved.

At the moment the game is still in the early stages of development, but Time Warner are confident it will maintain the qualities that have ensured its previous success on MD and 32X..

32X VIRTUA FIGHTER

Virtua Fighter is destined to smash its way onto the 32X scene in the autumn. Its release will coincide with the launch of the new combined Mega Drive/32X unit, named the Neptune.

The game has been a roaring success ever since its original arcade release, with the Saturn version of the game creating chaos in the office when we got our hands on it. The question is whether the 32X version live up to the awesome reputation the game has already got. Sega are confident that by harnessing the processing power of the twin Hitachi 32-bit processors in the 32X and the world-beating programming skills of the Japanese AM2 development team, the game will be the ultimate arcade experience!



We're not going to argue with them at this stage and feel the 32X is certainly up to the task of delivering this outstanding game to add-on owners literally gagging for a top-quality beat-'em-up. It must be said that with only the disappointing *Cosmic Carnage* currently available for 32X fight fans, the development of *Virtua Fighter* is very welcome news.

The 32 version should feature all the famous characters, special spine-breaking moves and awesome playability of the arcade machine, and will include two-player options for head-to-head combat. At the moment we'll have to reserve judgement until we see the game – the shots you see here are actually from the Saturn version. However, rest assured we're waiting with bated breath to get our hands on this one!

PRIMAL RAGE

Time Warner Interactive have announced that their new coin-op fighting game *Primal Rage* will now be released on the 32X CD and the Saturn, as well as the Mega Drive, as we revealed in Issue #40 of SegaPro. The game has generated a lot of interest since it was first brought to our attention, not least because of its stunning modelled graphics.

Primal Rage is an all-action beat-'em-up which has been given the provisional date of November for release on the two new systems. Each character in the game will have a massive range of fighting moves, combo hits and graphical finishing sequences – all of which should be faithfully translated from the arcade machine.

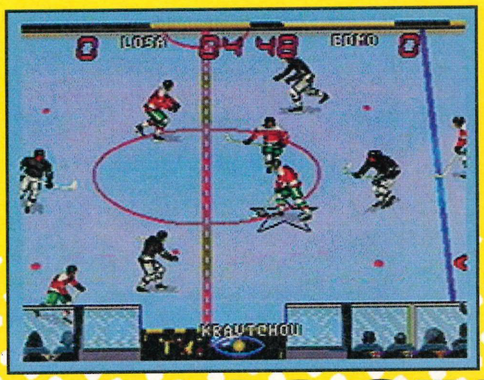
It is also claimed that Time Warner are working on a new way of executing the finishing moves, which will allow for more fluid combination potential. As yet the nature of this innovative new system is undisclosed. We'll bring you more information on the Mega Drive, 32X CD and Saturn versions of the game in future issues. Until then keep an eye out for the arcade version to give this intriguing new beat-'em-up the once-over.











GO, GO GRETZKY!

The name Wayne Gretzky might not spring immediately to the minds of most British sporting fans – unless you're a fanatical ice-hockey follower. Gretzky is a legend in the American NHL and he's now set to appear in his own Mega Drive game.

Wayne Gretzky's NHLPA All-Stars is the result of an exclusive three-year licence signed with Gretzky by Time Warner Interactive. They claim it will appeal to arcade fans and die-hard hockey enthusiasts alike, especially with the endorsement of the all-time NHL leading scorer and four-time Stanley Cup winner.

The game will incorporate 26 North American teams, six International All-Star teams and the names, profiles and statistics of over 600 professional players. There's a full 84-game season, trading players, and rearranging team line-ups when required. Players who prefer a less serious approach can opt for Arcade mode, in which street rules are the name of the game and extreme physical contact is considered the norm.

Time Warner are confident the game will be a success, pointing to the attention given to the sprites (20% larger than in other hockey games), the close-to-the-action perspective, and finer details such as backward skating.

Wayne Gretzky's NHLPA All-Stars will be released on the Mega Drive in the summer, so stay tuned for more information.

ERRATA

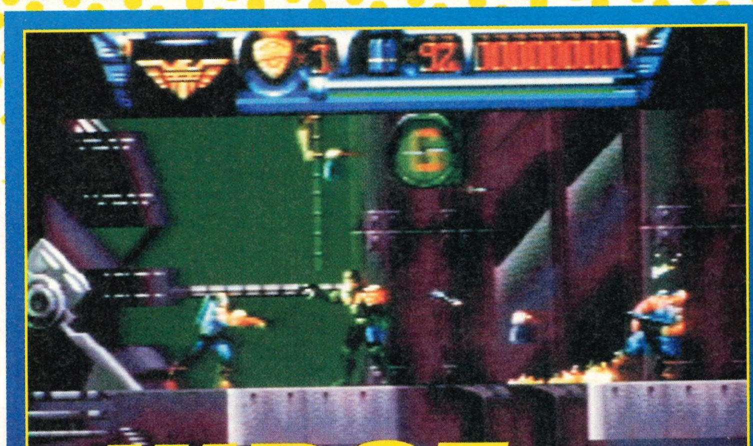
Due to a misunderstanding, last issue SegaPro printed reviews of pre-review copies of *Stargate* and *NFL Quarterback Club*. We regret the error and, on Acclaim's request, will re-review the games.

★ ★ ★

NEON DEION

Deion Sanders, the American football and baseball star, has signed an exclusive endorsement deal with Sega Sports. The star, also known as 'Prime Time', is a massive celebrity in the USA and is also well known over here to fans of football and baseball, two of America's most popular sports. Indeed, you may have seen the cocky cornerback helping the San Francisco 49ers to victory in the recent Superbowl (49ers are the greatest! – Phil).

Sega have announced that Deion will become the official spokesman for the Sega Sports brand in America and he will also be the star of their new series of NFL games, beginning in the autumn. There will also be other titles released by Sega Sports with the two-sport athlete specifically in mind. Deion, who has an even bigger attitude than Eric Cantona, is said to be delighted with the new deal he has signed, claiming to be a big fan of the Mega Drive. It's not surprising he said this really when you consider the money he'll now be raking in from Sega, on top of all his other million-dollar endorsements – jammy git!



JUDGE AND JURY

As judge, jury and executioner, Judge Dredd is blasting his way onto the Mega Drive in the latest big-screen adventure from Acclaim. The game will be based on the new Judge Dredd movie, which stars Sylvester Stallone as the unstoppable law enforcer with his own special brand of justice!

Acclaim promise the game will be an action adventure, which will guarantee the Judge makes the transition from comic books to the console in dramatic style. There will be a host of action-packed missions for the games-player to battle through as you attempt to bring the law to Mega-City. Anyone familiar with the comic-book antics of the Judge in 2000AD magazine will know this will be no easy task. There are all manner of weird and wonderful characters inhabiting this city of the future, which means a law enforcer's work is never done!

Judge Dredd will also be available for the Game Gear. We'll have more information on the game for both formats in the next issue. Until then just remember one thing: Judge Dredd isn't above the law… he is the law!

★ ★ ★



CHARTS COMPILED BY GALLUP

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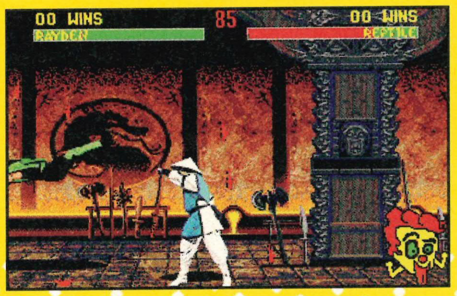
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FERGALITY SHOCKER!

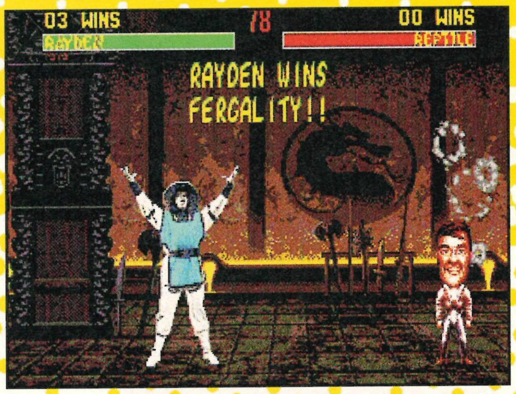


Aaargh! It's horrible... who could have believed that anything so gut-wrenching could ever appear in a video game? So you thought you had found everything in *Mortal Kombat II* eh? Well we've got news for you, this cheat will enable you to transform your unfortunate opponent into... Fergus McGovern (who!!?), the Managing Director at *MKII* developers, Probe Software.

To activate this cheat, you must go to the Options menu and highlight 'Done!'. Then on controller 1, press Left, Down, Left, Right, Down, Right, Left, Left, Right, and Right.

If this code has worked, a new option will appear in the menu called 'Test Modes'. Go into this mode and where it says 'Background', increase the digit to six. Now select 'More' and turn on the 'Oooh Nasty!' option, and then go back into the main game. On the character-select screen, choose Rayden and start the game as normal.

When the fight begins, you'll notice that the background is the Armoury as opposed to the Dead Pool. By doing upper-cuts, you'll notice that the 'Toasty' gonk that normally appears has changed into a multicoloured Munch Bunch-type creature. Pummel your opponent, then when the 'Finish Him' words flash up, press Away, Away, Away, and Block. Hey presto, your opponent will be transformed into Fergus!



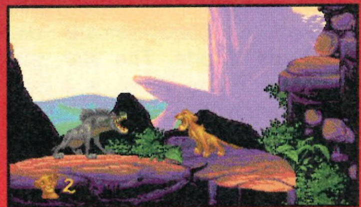
WE WON THE WAR!

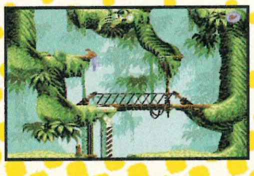
Sega have been confirmed as the biggest-selling console company over the Christmas period by Gallup. The video-games war was as intense as ever but Sega claimed victory with 56% of hardware sales.

The Mega Drive outsold Nintendo's SNES by nearly 2:1, with a 16-bit market share of 64%. On top of this the Master System also beat the NES with an 80% share of the sales.

Sega also tell us that the 32X was a roaring success, achieving some great sales – as we write, they're claiming it's well on the way to achieving the first-year target of 100,000 units. Well, we told you all how good games like *Doom* were, so we guess you must have listened to us! It's also nice to know the Mega Drive is still going strong. Looks like we all picked the winning team.











FLASHBACK GOES GOLD!

US Gold are to publish the Mega-CD version of *Flashback* in Europe. This follows last month's exclusive SegaPro CD playable demo of the Delphine Software arcade adventure.

At the time, it looked like no-one was going to give this superb conversion the official European release it deserved – after Sony Imagesoft had cancelled plans to publish it. By giving us the cover-mounted demo, Paris-based Delphine hoped that another Sega licensee would see how good it was, and decide to publish the game – and the plan obviously worked! It just goes to show the power of the press, and that the most important people in the games industry all read SegaPro.

If you missed your copy of our playable *Flashback* demo, you can still order the March issue from our back-issues department (see p61 for more details). The demo includes the impressive rendered intro sequence and lets you play for a limited time on the first level.

COMPETITION WINNERS!

These are the winners of the competitions run in Issue #40 of SegaPro. The winners of the *Kicking Compo* are as follows: the first prize winner is Chris Donkin from Devon, who wins his choice of footie kit, which was Tottenham Hotspurs and a *Kick Off 3* T-Shirt. Second prize of a pair of Adidas football boots and a T-Shirt goes to Julian Blake from St Leonards-On-Sea. Finally the three third-prize winners who each receive a football and a T-Shirt are Joseph Dent from Eye, Lee Murphy from Wirral and Stuart Burgess from Reigate.

The winners of the *World Cup Golf Compo* are as follows: first prize goes to Jamie Sleeman from Sailsbury, five second prizes go to Paul Davis from Beckenham, Danny Bailey from Ilford, Shaun Naudeer from Putney, Robert Hargrove from London, and Imran Ullah from London. The 20 other prize winners are Steven Sutton from Longton, Mr V Crisp from Essex, Ian Bennett from London, Alex McTaggart from Glasgow, Gary McAndrew from Cornwall, Christopher Davidson from Perth, Kevin Eley from Nottingham, Alan Fissenden from Ashford, Mr N Abba from Derby, C E Johnson from Newbury, P G Brown from Reading, Chris Flowers from Gillingham, Martin Whitehouse from St Helens, Simon Lewis from Manchester, Michael Fewins from Gwynedd, Russell Evans from Knowsley, L Tisdale from Northfield, Steve Alpe from Essex, Andrew Basham from Bishop Auckland, and James Jarvis from Sheringham.

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JAPAN NEWS

POPPOI AND HEBEREKE

Due for release on February 17 for the Sega Saturn, this is a puzzle game featuring famous characters, Poppoi and Hebereke, from Sunsoft's family computer title. Similar to *Puyo Puyo*, players must connect more than four similarly coloured 'popoons' which fall from the top of the screen.





Poppoi and Bebereke includes options to play an 'Interface Mode' with your opponent or against the CPU. The animation of each of the eight characters is expected to be very comical. Look out for this fun-filled *Puyo Puyo* clone soon.





More puzzling two-player fun in Poppoi And Hebereke.

MEAN BEAN SWEETS!

Puyo Puyo, the *Tetris*-style puzzler (released as *Mean Bean Machine* in Europe) that drives the Japanese mad, is now being publicised in the shape of sweets! Manjum, the famous Japanese sweet, is the prime target. You can now buy Puyo Puyo Manjus!

On the day the Puyo Man (Puyo Baby!) went on sale, about 300 people were queuing early in the morning at a souvenir shop in Hiroshima! It pleased the Managing Director of Compile so much that he is planning to make a Puyo Man 2 sweet based on the traditional Sendai sweet which the people there call Hagi-no-tsuki. Eventually the company hope to have the Puyo Man based on traditional sweets all over Japan.

PRINCESS MAKER

Princess Maker, known as 'The Girl Called Sim' on all kinds of hardware, will be transformed for the Sega Saturn. The aim of the game is to look after the ten-year-old girl for the next eight years of her life!

You will bring her up from being a little girl to an adult, giving her lessons and letting her get a part-time job etc. It's unknown as of yet when this will be released, but surely this is one of the most innovative titles we've yet to hear of for the Saturn. Could you bring up a Japanese girl? Can you be the perfect parent? You'll play this game in the hope that the future of the girl you have brought up will be the wife of a prince or something. What a laugh!



Aw, isn't she cute? You have to guide this girl to adulthood.



Sim-girls just wanna have fun!



...CONSOLE CHARTS

1	NE	SONIC AND TAILS [GG]
2	NE	PUYO PUYO 2 [MD]
3	NE	THE LEGEND OF THE HUNGRY WOLF [GG]
4	1	SONIC AND KNUCKLES [MD]
5	NE	SAMURAI SPIRITS [MD]
6	11	PUYO PUYO [GG]
7	NE	ICHIDANT ARLU [GG]
8	3	YU-YU-HAKUSHO [MD]
9	–	SONIC THE HEDGEHOG 2
10	7	PUYO PUYO [MD]

DAEDALUS



Daedalus – the best-looking blaster ever?



Rendered 3-D graphics ahoy!

Only 40 percent complete, *Daedalus* is a shoot-'em-up title with 3-D graphics, coming soon to the Saturn. The game will play much like old favourites such as *Doom*. The Japanese call it a 'Virtua Cinema' technique with large 3-D surroundings. Scrolling is expected to be the smoothest, most lifelike ever seen! We have no further details at present – just these two screenshots. Look out for more news very soon.

APPLE PLANT PIPPIN

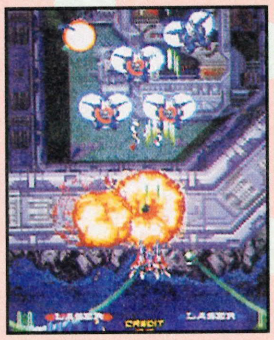
Apple computers have announced the 4-speed CD-ROM player 'Pippin' which has the 64-bit RISC Power PC 603 chip and is based on the Mac OS. The first company to take a licence contract is Bandai, and they will be putting their provisionally-named Power Player (with TV connection) console on sale in the second half of 1995 at a price of 50,000 Yen (£320). Software has already been ordered to meet the expected market demand.



. . . ARCADE CHARTS

1	–	VIRTUA FIGHTER 2
2	1	GENUINE SAMURAI SPIRITS
3	5	RIDGE RACER
4	2	VIRTUA COP
5	3	KING OF FIGHTERS '94

LAYFORCE



Taito have already completed 30 percent of this Saturn title, but it's still only provisional. As you can see from the screenshots, the concept looks similar to classic shoot-'em-ups such as *1942* and *Xenon*. The visual effects are expected to stand out more than anything else with the 3-D scrolling backgrounds coming to life as monsters' claws lash out at your fighter in glorious 3-D scaling. The unique effects will give players a unique sense of overhead depth with so much detailed animation in the scrolling landscapes below.



CHART-TOPPING GAMES TUNES



The Japanese music industry is not world famous. Ask a Japanese youth what they prefer to listen to and the likely answer will be an American or UK chart show. But an orchestra recording of the soundtracks to the awesome fire-breathing *Panzer Dragon* on the Saturn continues the new Japanese trend of album productions based on their software titles.

Composed by Yoshitaka Azuma, famous in the world of classical music, the opening music and the theme tune to Stage 1 of the game have already been recorded. As CD-ROM technology continues to improve it's likely that more sectors of the Japanese music business will be influenced by the growth of the video-games Industry.

3DO GOES 64-BIT



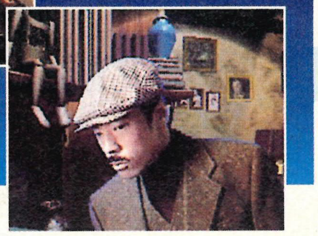
Matsushita Electronics have announced the development of a 64-bit 3DO before the end of 1995. By using the IBM Power PC 64-bit RISC chip, it will be possible to develop hardware with far better functions than those available today. At the same time they will be developing an interchangeable 64-bit machine adaptor.

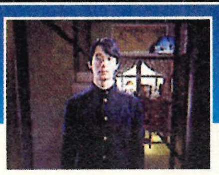
RAMPO

Due for release in February, *Rampo* is based on the film with characters in the game taken from the original film story. We know very little about this adventure at present except that the digitised backdrops will be some of the most detailed seen in any Saturn title before, or indeed any adventure title on any format for that matter. From the screenshots here you can see this is almost as clear as a TV screen – and it's fully interactive!









NIP BITS

● The Japanese went Saturn crazy last Christmas. In an official published report we can exclusively reveal that on November 21, the day the Saturn went on sale, 17,000 machines were sold. Then, during the first week of sales, the number reached 250,000! By the end of December, the number of Saturn machines shipped by Sega had soared to a staggering 500,000. Production could not match demand as the machine and accessories such as the six-way play 'Multi-Terminal 6' were difficult to come by.

The Multi-Terminal 6 went on sale on January 20 at a price of 3,800 Yen (approx £24). Later this spring Sega will release the Video-CD adaptor and CD-ROM system for photo-CD and electronic book publishing.

Sega plan to ship two million machines during 1995, and will also be pushing a new project forward known as the 'Saturn Project Manager'. Watch this space for further details.

● Sega of Japan have been busy attracting motor-sports enthusiasts to Tokyo by setting up a chat show with Toyota Team Europe (TTE). On December 13 at the Toyota Auto Salon, all the TTE pro-drivers and fans turned up to take part. The added attraction was a Sega Rally Championship in which TTE drivers and fans played by cable link-up. For the next five days there was a World Rally Championship exhibition with free play for all concerned!

● A new TV ad has been shown across Japan to promote Sega's impressive new multimedia Karaoke Prologue 21 machine. It includes 96 voices of concurrent sound, special effects that allow you to change the tone of the voice in whatever way you like, and a communications networking function for data services.

When the Prologue 21 arrives here in the UK we can say goodbye to heavy books of music because this machine enables you to select from over 8,000 pieces of music on the LCD screen. All the titles are indexed with the name, singer(s), latest hits and revivals. It seems karaoke is as popular as ever in Japan.


2

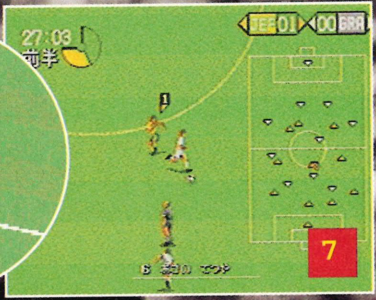
1 FIFA Soccer '95
2 Pelé
3 FIFA Soccer '95
4 FIFA Soccer CD
5 FIFA Int. Soccer
6 Dino Dini's Soccer


6


1


3


5


7


4



8

This month there are two new soccer sims making their debut, but how do they compare to the greats of the past? Football pundits Kingster and Pilky look back to the 'glory days'...

In the Onion Bag with Kingster and Pilky

KINGSTER: Hello and welcome once again to another 'In The Onion Bag', the football show that tells it like it is. And joining me in the studio, as always, is my old mucker, Pilky.

PILKY: Alright, my son…

KINGSTER: …On me head. And I suppose you're going to tell us all the latest on the old locker-room grapevine?

PILKY: Sure am. Listen up Kingster, I know you love your footy games like *Sensible* and *FIFA*, but 'ave you seen these two new kids on the block?

KINGSTER: I presume you're talking about Sega's new big signings ***Striker*** and ***Victory Goal***? Not 'arf!

PILKY: Yeah, they're both pretty kickin' with their choice of pitch views an' all that. Fancier than a Mexican goalie's shirt.

KINGSTER: Now that's interesting because I remember the days when you got your grandstand seat and you were stuck there for the rest of the match…

PILKY: Unless you were a foul-mouthed Crystal Palace supporter, of course!

KINGSTER: Yes, but you knew where you stood – all this changing your perspective is a bit confusing, if you ask me.

PILKY: Maybe, but at least you can choose the sort of view you prefer. And the graphics have certainly changed since the early days of games like ***Super Kick Off***.

KINGSTER: Ah, that was a conversion of the classic Dino Dini computer game. But although it was the champion footy sim of the time, some people had trouble with the dribbling on the MD.

PILKY: Yeah, it was dead tricky as the ball didn't stick your feet – even with chewing gum. It was okay using a joystick on the original Amiga version, but very fiddly with a joypad. That bloke's name rings a bell, though – wasn't he in The Flintstones?

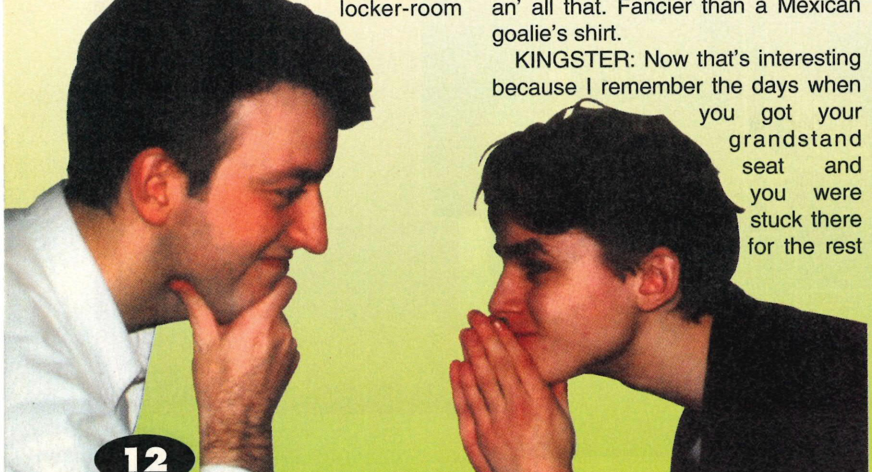
KINGSTER: No, you fool! But he later moved to another team to score another big overhead shot: the recent ***Dino Dini's Soccer***. Now that *was* class, even you have to admit, Pilky.

PILKY: I never really got to grips with it, mate. I had more luck scoring last Saturday night down at Le Club with Justin Fashanu and the lads. For some reason, no girls came within a mile of us.

KINGSTER: Ahem. Anyway, I reckon it was the most skilful football game of the lot. You really had to build your attacking moves realistically, passing the ball around, accelerating to maximum running pace, chipping it into the box, and heading it right into the corner of the net. Sheer class, and certainly in a different league to the dreadful ***Kick Off 3*** which Dino had nothing to do with.

PILKY: Wasn't *Dino Dini's* yet another of those computer conversions, though?

KINGSTER: Certainly was – of the



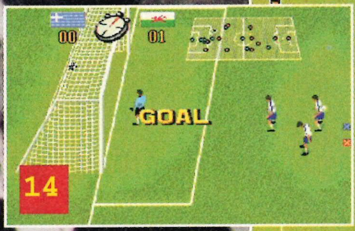


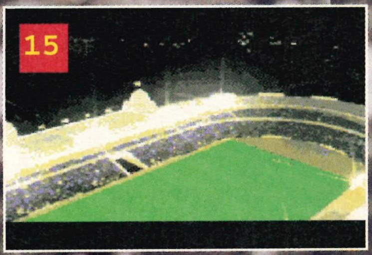




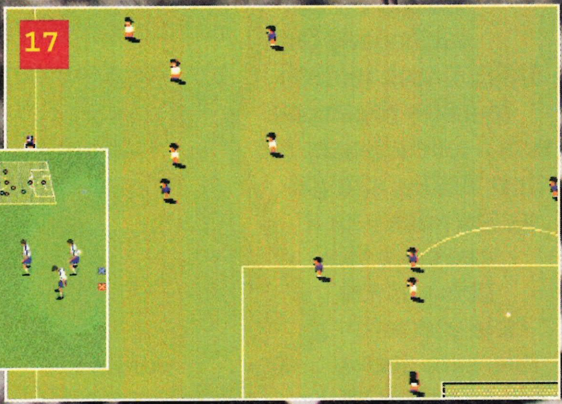












7 J League 2
8 J League 2
9 Kick Off 3
10 Kick Off 3
11 Pro Moves Soccer

12 Pro Moves Soccer
13 Ryan Giggs
14 Ryan Giggs
15 Sensible CD
16 Sensible CD
17 Sensible Soccer

computer game *Goal!*. A less successful one was Sega's ***Ultimate Soccer***, the original conversion of Rage Software's *Striker*.

PILKY: Eh? You're confusing me now.

KINGSTER: That's not difficult. No, the new MD *Striker* is actually a souped-up version of the original, featuring vastly improved playability. *Ultimate Soccer* was more confusing than the off-side rule, especially with eight players all hooked up.

PILKY: Oh, you found enough friends to play that mode, then?

KINGSTER: I pretended. But it was like Brazil compared to the San Marino that was ***Pro Moves Soccer***, the dire US-programmed footy game.

PILKY: Knowing the Yanks, it was wonder they didn't have touchdowns instead of goals.

KINGSTER: They might as well have, it was near impossible to score past the Superman-style keepers. It certainly wasn't a patch on the brilliant ***Sensible Soccer***. With the overhead pitch view and tiny sprites, it was easy to see your team-mates and pass the ball around quickly and create skilful moves.

PILKY: Ah, but it suffered in the conversion from computer to console, as the joypad wasn't up to all the precision dribbling needed.

KINGSTER: At least in Expert mode – the ball was stickier on the easier skill levels, but the game then lost its skill.

PILKY: Hmm, that reminds me of ***Ryan Giggs Champions World Class Soccer***.

KINGSTER: Yeah, it was naff – totally overrated in my book.

PILKY: Ha, his face must have been redder than his shirt!

KINGSTER: Even redder than yours after your recent motorway smash – I always said you were a footballing Maestro!

PILKY: Oi, watch it! I've got a quicker temper than Eric Cantona, you know.

KINGSTER: That's funny you should say that. I hear Ocean are working on a new *Manchester United* game.

PILKY: I wonder if they'll incorporate the flying drop-kick into Cantona's skills? It would be great. You could stamp on people's chests and do kung-fu kicks into the crowd! Or maybe they could even do a *Shaq Fu*-style beat-'em-up based on the fiery Frenchman?

KINGSTER: Maybe. Anyway it's strange how these games endorsed by real players tend to be relegation material, isn't it? And the greater the player, the worse the game. Remember ***Pelé***?

PILKY: How could I forget it? Jerky player sprites with a mind of their own, coupled with totally confusing joypad controls, poor shooting and the lack of a good passing game. An insult to the great man's name. But that J League bloke's game was good, wasn't it?

KINGSTER: Eh? You pranny, ***J League Pro Striker*** was based on the Japanese premier league!

PILKY: I knew that, I knew that! Anyway, it was a tasty little player with a sort of overhead 3-D view, realistic moves, and a great four-player mode.

KINGSTER: I know it had its fans, but I was never really one of them. There was too much long ball and not enough passing for my liking. The recent 'sequel' was surprisingly similar, too. Talking of games based on tournaments, there have been several World Cup games, starting with ***World Cup Italia '90***.

PILKY: Didn't that one make Gazza cry?

KINGSTER: It was certainly bad enough. Poor overhead graphics with ridiculously large players didn't aid the playability. Mind you, ***Tecmo World Cup '92/'93*** was worse.

PILKY: You what? There wasn't a World Cup in either of those years!

KINGSTER: You're right, and this coin-op conversion lacked skill with a shabby side-on view and not even any aftertouch for bending shots. By the way, the *'93* version was an unchanged rerelease.

PILKY: At least ***World Cup USA '94*** did the business.

KINGSTER: Another decent overhead job, although it wasn't quite up to *Sensible* or *Dino Dini's* standard.

PILKY: What about ***FIFA Soccer***? I loved that one, it had great graphics and was easy to play.

KINGSTER: I liked it, but it also had some terrible flaws like the difficulty in passing and the way you could always score in set ways.

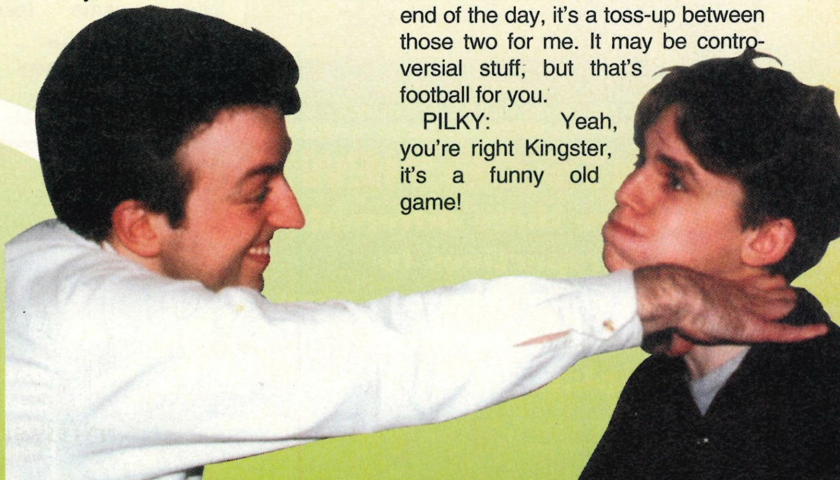
PILKY: But surely the later CD and *'95* versions corrected all that?

KINGSTER: To a certain extent, but you can still score from set positions – a fact I used to great effect to win the recent Fantasy League.

PILKY: Ah, so that's how you did it. Anyway, it's still my favourite footy game of the lot, so there!

KINGSTER: Fair enough, you're entitled to your opinion, but I tend to favour the more skilful *Sensible Soccer* and *Dino Dini's Soccer*. At the end of the day, it's a toss-up between those two for me. It may be controversial stuff, but that's football for you.

PILKY: Yeah, you're right Kingster, it's a funny old game!





MEGA DRIVE

MATCH OPTIONS

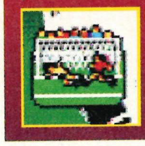
EXTRA TIME



This can be turned on or off, and the length of extra playing time set, for matches ending full-time in a draw.

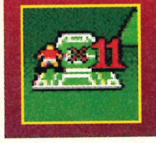
FOULS

Turn them on or off – choose the latter and you can foul as much as you like.



GAME TYPE

Choose between a standard 11-man match or a six-a-side indoor game with walls surrounding the pitch.



GRASS

Select either a smooth or rough surface. The latter means the ball doesn't run as far along the ground.



STRIKER

EXCLUSIVE!

Designed by Liverpool-based Rage software, the original *Striker* game was a big hit on Amiga, PC and particularly the SNES. It took football to a new dimension with a revolutionary 3-D view looking straight up the pitch – so it was more like being on the field yourself. Now here comes the confusing bit, as *Striker* has already been 'converted' onto the Mega Drive in the form of *Ultimate Soccer*. Released a year and a half ago, this used the famous 3-D view for a fast game of football that earned a creditable 70% in SEGAPRO #23. However, Sega have now come up with an updated version of *Striker* (this time with the right name!) which boasts three different pitch views and improved playability...

Despite boasting an innovative eight-player option, Sega's *Ultimate Soccer* was hardly the ultimate in football games. It was too fast for its own good, leading to much confusion as the tiny sprites zipped around the 3-D pitch – especially with eight gamers switching between players! The main flaw was that it was much easier to dribble the ball – stuck to your player's foot – right down the pitch, rather than passing it around.

Now Sega have had a bit of a rethink and come up with the souped-up *Striker*. It has inherited all the best bits from its predecessor, including a whole host of options. You can change virtually every aspect of the match, including the usual game length, extra time and skill level – plus the more unusual grass length, referee blindness level, and even the choice of an outdoor or six-a-side indoor game (see 'Match Options' box).



The Brazilian striker beats the English keeper and hits the net. GOOOOOAAAAALLLL!

The most interesting option of all is the choice of pitch perspective. As well the normal 3-D field, you can select a vertically scrolling overhead view (*Sensible Soccer* style) or a horizontally scrolling side-on one. Personally I preferred the standard 3-D view, but it's nice to have a choice – particularly as you can switch between the views during play by pressing X, Y and Z on a six-button joypad. There's also an option to switch automatically from the 3-D to overhead view for set-pieces, to see where your team-mates are.

The choice of teams and competitions on offer is impressive. You can play in a cup or league using teams from various European countries, including England, Scotland, Wales, Italy, Spain, France, Germany and Holland – shame about the silly team and player names though. There are also a host of international sides to play with, while battery backup lets save your tournament progress.

Protip

TAILOR YOUR TACKLING TO SUIT THE SORT OF REFEREE. IF HE'S BLIND AS A BAT, SLIDE-TACKLE AWAY AS MUCH AS YOU LIKE. IF HE'S RED-CARD-HAPPY, BE VERY CAREFUL!

So, as with *Ultimate Soccer*, there's no faulting the huge range of options available, but does the match action live up to expectations? Well, I'm glad to say that it's a pleasant surprise. That's not to say it's without its flaws. For a start, the goalies aren't particularly clever, often letting in shots from way out – Pilky managed to score against me with a feeble daisy-cutter from near the halfway line! Also, the outfield players are often slow to react to the ball coming their way, and you sometimes get control of seemingly the wrong geezer – annoying.

On the other hand, the game is fast and furious to play: real end-to-end high-scoring stuff. Unlike *Ultimate Soccer,* it's not so easy to dribble all the way as a defender can simply run into you to steal the ball – as well as sliding in for a crunch tackle. The latter results in a foul if mistimed, culminating in a free kick and sometimes a booking – that's if the ref is watching, of course!

This is one of the best passing

POINTS OF VIEW

There are three different pitch perspectives to choose from. You can even switch between them during play...



SIDE-ON

A horizontally scrolling pitch, like *FIFA, European Club Soccer* and *Tecmo World Cup*, but here the view is from lower down, so the pitch appears quite narrow.



INJURY TIME

Turn it on to play time added on for stoppages and injuries during the half.



INSTANT REPLAY

Toggle on/off the automatic instant replay after a goal is scored.



MATCH TIME

Select the number of minutes you want to play each half.



PENALTIES

Select penalties and if the match ends in a draw (after optional extra time), there's a dramatic shoot-out – with up to 1–5 penalties each.





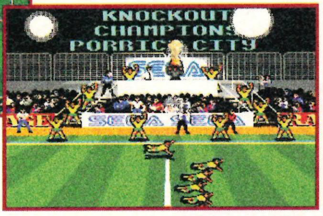
Yessss! It's another goal. The keepers are relatively easy to beat.



(Above) The wall lines up to defend a free kick. Choose your shot trajectory.



The instant replay.



(Below) The players celebrate their cup win by giving a diving exhibition!

soccer games I've seen, as you can easily knock the ball around, much like in *Sensible Soccer*. You're also able to do impressive banana shots with aftertouch – choosing from low or high kicks. With the ball in the air, you can perform diving headers and even overhead kicks, although both are quite tricky as you have to time them to perfection.

This is the sort of game you can pick up and play instantly and, with the element of luck, novices can stand a chance against experts. Despite the bewildering range of options, it's not the most realistic soccer sim around, but *Striker* is still a fun kick-around with no shortage of dramatic goal-mouth action. Nice one, Cyril.

Phil "Shin Kicker" King SP



On all set-pieces you get to choose the path the kick will follow. Here's a corner.



When a player commits a foul, his face is ringed in the team photo.

PITCH VIEW

Choose the default view from 3-D, overhead, side-on or auto-switch. You can change it during the match.



REFEREE

There are different types of referee to choose from: normal, eagle-eyed, blind-folded and random.



SKILL LEVEL

Change the size of the opposing player to select easy, medium or hard mode.



SUBS

With this option activated, you can pause the game at dead-ball situations to substitute players and change your tactics etc.



WEATHER

Choose from sunny, windy, rainy and snowy – each affecting the way the ball behaves in the air or on the ground.



3-D

The standard view, as used by the SNES version of *Striker*, this has you looking up the scrolling pitch. Surprisingly there isn't much advantage in playing up or down, but anyway the teams swap over at half-time.



OVERHEAD

The classic vertically scrolling overhead perspective, as used by games such as *Super Kick Off*, *Sensible Soccer* and *Dino Dini's Soccer*. You can see a lot of the pitch, so it's easy to spot team-mates to pass to.

SEGA
£TBA
OUT: MAR

STRIKER

CART SIZE:............16Mbit
PLAYERS: 2
STAGES: ....n/a
SKILL LEVELS: 3
FEATURES:............battery backup
CONTACT:.................Sega (071) 3733000

PROVIEW

MARK P ■■■■□
Not the most skilful game around, but matches are action-packed.

RYAN ■■■□□
Although nothing like the SNES version, this is quite fun to play.

CHRIS ■■■■□
A lot of fun to play with tons of options – I like the indoor game best.

PROSCORE

GRAPHICS 78%
▲ Three different views to switch between – the 3-D one is best.
▼ Players don't move realistically, while the pitch seems too small.

SOUND 60%
▲ Okay crowd cheering and booing, if not exactly up to *FIFA* standard.
▼ Tunes are mediocre and the ref's whistle sounds more like a triangle!

GAMEPLAY 88%
▲ Instantly playable due to the simple controls and ease of passing.
▲ Two-player games are always a lot of fun with lots of goals scored.

CHALLENGE 81%
▲ An incredible range of options to choose from, plus cups and leagues.
▼ Perhaps not quite the long-term appeal of FIFA, due to lack of skill.

84%

If you like your football fast and furious, this could be for you. Not the most realistic game, but there's no shortage of fun or goals.

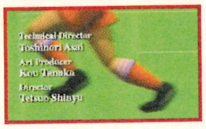


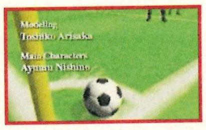
OOH-AAH, CANTONA!

The introduction for this game is incredible! Have a li'l look at this...












V.GOAL

VICTORY GOAL!

So, what has the Saturn shown us that it can do so far? Well, it can kick-box with the best of them (*Virtua Fighter* – SP#41, 95%), jump around on the old platforms like a good 'un (*Clockwork Knight* – SP#42, 91%), and drive a car rather badly (*Gale Racer* – SP#41, 64%). But what about scoring goals? What's it like when it's strapped on the shin-pads and downed a pint of lager? Your match commentator is Mark Pilkington...

That J League thing's back again! Japan's answer to the Premier League, the J League has featured in a couple of Mega Drive footy games in its time, and now it's about to make it onto the Saturn in the guise of *Victory Goal!*. All the 'well-known' J League teams are here, including Grampus 8, Red Diamonds and JEF United. Not only that, but the game incorporates the S League as well – whatever that is.

If you're a stats fan, start giving thanks to the J League licence now. Each player in the game has his own little strengths and weaknesses, giving every team in the game a unique style of play. You can even see photos and info (in Japanese, of course) on every single player – including Leicester's own crisp-nicker Gary Lineker!

As well as picking your team, you have to make that oh-so-difficult choice of what game type you want: Exhibition, J or S League, or Cup. There's also a special All-Star game between the best players in the league. You then have to sort out your team's formation, tactics and substitutions, before finally getting to kick off...

Taking a similar 3-D view of the action as *Striker* on the Mega Drive, this game also allows you to rotate the pitch to the left or right. This not only gives you the chance to impress your less-well-off mates with the technical wizardry of the Saturn, but it also lets you take the side-on *FIFA* angle of things if you prefer. Not only that, but if you happen to be long- or short-sighted, you can also zoom in and out of the screen for anything from an overhead view to right down at pitch level with huge player sprites. If you do this quickly enough, you can see what it's like to fall all the way from a hot air balloon floating over Wembley stadium!

Controlling your player is as straightforward as drinking ten-pints and then feeling rather plastered afterwards. It uses the same method as just about every other footy game does, using the three bottom buttons for shoot, pass and chip. If you fancy giving your mate a stuffing, shove a pad into his hands and force him to play in the two-player mode. Ha, ha, haaaa! That'll teach him for tripping you up in footy last week. If you're playing in a league, you can save everything to the Saturn's battery backed-up memory.

The gameplay takes a little bit of time to get into as you experiment with all the different viewpoints, but once you've found the one perfect for you, you can be rest assured that it becomes more playable after that. It's good fun to play, that's for sure, but I'm not totally convinced. Let me explain, Brian...

It goes without saying that the graphics are great, the heavy metal music's CD-quality (although bloody annoying after a while), and the rendered intro is absolutely amazing. We take all this for granted, being a Saturn game, but I'm just not so sure that it's as polished as it could've been. A prime example: the chance to rotate the pitch around 360° would've been nice, but for some strange reason you can't. If you ask me, a better job could have been made here. At the end of the day, although it looks brilliant, *Victory Goal!* doesn't play all that differently from many Mega Drive footy games.

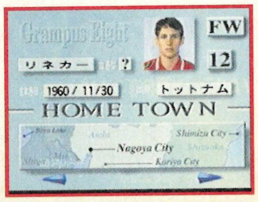
Mark "Karate Kickin'!" Pilkington

PROTIP

PLAY AS GRAMPUS 8. RECOMMENDED FOR NO PARTICULAR REASON REALLY, OTHER THAN THE FACT THAT YOU CAN PLAY AS GARY LINEKER. WATCH YOUR CRISPS, THOUGH!



Kick off! Well, go on then... or are you just going to stand there like lemons?



It's Gary? Gary! GAZZZZZA! Oh, hang on, that's someone else, isn't it?



The flags of the two teams are instantly forgettable.





The overhead view quickly makes anyone with a fear of heights faint instantly. If you get vertigo, I'd turn away now if I was you.



So, where's Sonic the Hedgehog then?

Dribbling the ball along, I suddenly noticed one of my shoe laces was undone...

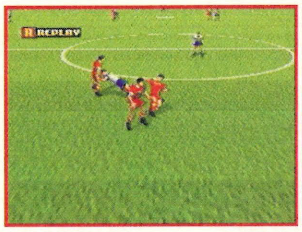


Yet more goal-related action...

Some far-away action for you to get all giddy at!







Why's everyone just standing still?!

A lovely sliding tackle, if I've ever seen one... Next time, though, remember to stamp on his face a little bit more!



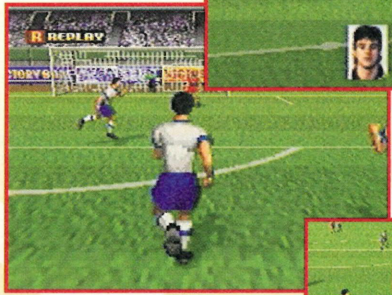
The tactics screen. Hmm...



He's running away – what a wimp!



When you score a goal, the huge scoreboard will light up with the word 'Goal'. Funny, that...



Blimey, he's got a big bum! Probably from eating too much egg fried rice.

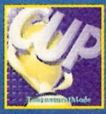




Zooming away from the action. It makes you think just how small we REALLY are, doesn't it?

THERE'S ONLY ONE JEF UNITED!

Oi, oi, guv'nor! Shouts go out for the options in this game and no bleedin' mistake...



CUP

You have the opportunity to go for gold and win the cup in this mode.



EXHIBITION

Play an exhibition match against any team that you want!



J LEAGUE

Play a full season in the J League!



SUPER PK

No, PK doesn't stand for 'Phil King', but 'Penalty Kicks' in a dramatic shoot-out.



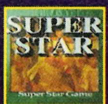
PROFILE

See just how similar every team member really looks, and get thoroughly confused by the Japanese text.



S LEAGUE

Another league to play around in. Gawd knows what the 'S' stands for.



SUPER STAR GAME

The best players in the entire known universe don't play in this all-star match. Some funny Japanese players do, though.

SEGA
£79.99
OUT: NOW



CD ACCESS: ....fast
PLAYERS: 2
STAGES: ....n/a
SKILL LEVELS: 3
FEATURES:...battery backup
CONTACT:.......Video Game Centre (0202) 527314

PROVIEW

PHIL
Good, but the playability doesn't quite live up to the gorgeous graphics.

RYAN
Packed with options, this game looks just like real footy and plays well too.

CHRIS
The graphics are so realistic, you can almost feel the crunching tackles.

PROSCORE

GRAPHICS 94%
▲ As you can see from the screenshots, this games a bit of a looker.
▲ A visual masterpiece with the choice of the different perspectives.

SOUND 82%
▲ The sampled crowd and speech is great stuff.
▼ Plenty of rock tunes, but they soon get a bit annoying.

GAMEPLAY 83%
▲ The controls are well thought out for instinctive play.
▼ Not revolutionary: plays similarly to many MD footy games.

CHALLENGE 86%
▲ A hell of a lot of options! This lot should keep you going for some time.
▲ On the harder difficulty mode, this game can be a toughie.

88%

This'll really impress you with its fancy visuals and choice of perspectives. It plays well too, although it isn't earth-shattering.

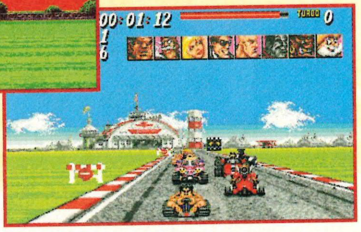




Swerving round other cars has to be done with extra caution.



As the lights go up, it's a mad scramble out of the starting grid... but do you know the special speed starts?



The play-back mode allows you to view the race again from a different angle.

For years, Mega Drive owners have been smirked at, humiliated, and have had abuse thrown at them by Nintendo owners, and for what? All because they couldn't buy a decent racing game to rival the undisputed king – Mario Kart. Well the tables are about to be turned, as Ryan Butt discovered when he visited the quaint little programming force who are about to place their fly in Nintendo's ointment.

It was never a big secret that *Street Racer* was coming to the Mega Drive. It was released on the Super NES at Christmas and wiped people's minds clear of the moustachioed plumber and his namby-pamby chums prancing around in weedy little chug-carts, because it stretched the genre to breaking point with loads more features, an abundance of Mode 7 trickery, and a breathtaking simultaneous four-play option.

However, as Nintendo owners laughed into their rusks, what they didn't bank on was the Mega Drive version being superior to theirs, and nor did we until the evidence was staring us straight in the face at a recent visit to UK developers, Vivid Image.

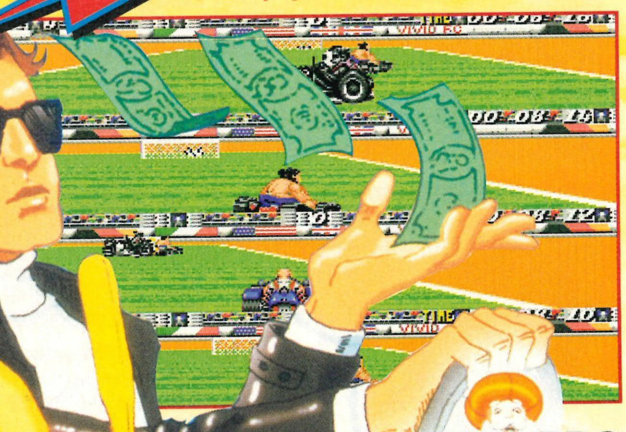
Street Racer is a driving game with quite a few considerable differences. First and foremost there is the driving aspect: pick a driver from a choice of eight undesirable speed freaks and then get thrashing on the extensive variety of tracks in practice, head-to-head and Championship modes. Secondly there is the fighting aspect:, an area which exceeds the boundaries established in *Road Rash* and takes them one step further. Each of the eight drivers can lash out at their opponents using standard attacks consisting of slaps, punches, spiked wheels, beach towels and rubber daggers. Then there are special attacks which somehow turn the race upside down and tip the scales in favour of the particular character.

The third difference which distances *Street Racer* from every other racing game ever is the inclusion of novelty Rumble and Soccer modes (Soccer!?). The Rumble is an open arena where, in a scenario reminiscent of the film Rollerball, you try to barge every other driver out of the picture – the last driver inside the arena wins. Even more bizarre is the Soccer feature. Grab the ball from your opponents by punching them, then hurl it goalwards towards a spooky pair of hands that may or may not connect to make the save.

All this is just the icing on the cake though, because *Street Racer* conceals many more outstanding features which become apparent when playing through it.

Street Racer's life has been that of constant ups and downs. The game was first revealed to the gaming press last August, when the Super NES





Have you got what it takes to master the four-player soccer mode?



CRAZY CONTINENTS

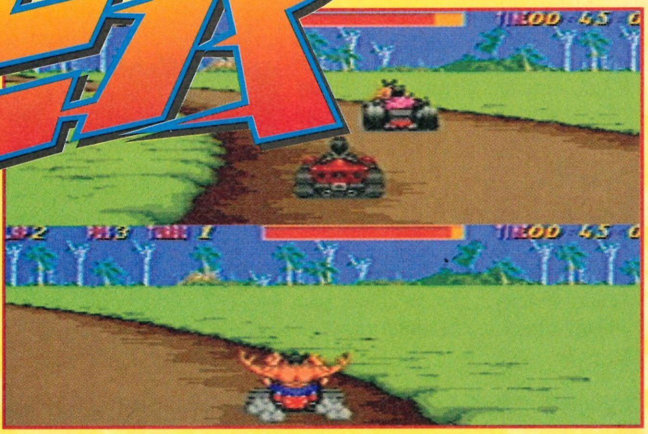
Street Racer features eight different and highly varied drivers, each with their own individual styles and weapons. These weapons usually reflect their backgrounds and origins. A good example of this is Surf Sister. Being a bit of a beach-bum at heart, she lashes out at other drivers with a beach towel, bumps them off the track with huge beach balls that spring from her tyres, or if she is in real dire straits, she can utilise her female magnetism and draw the other drives back to her position.





Of course, all of the drivers are human, and behave as such. In the Soccer Mode they work in teams of two, and in the races they form alliances and special driver-to-driver relationships with each other. For example, everyone loves a lady – Raph in particular because he would never lay a finger on the curvaceous Surf Sister. Hmm...

The countries from which the drivers originate is also an important factor because these places each boast three different tracks, making a combined total of 24 tracks – not bad for an 8Mbit game! When a particular driver is racing on a track in their native country, they'll have a speed and handling advantage over the others – meaning that the odds are constantly piling up against you.



"Look... no hands!" Sumo attempts to be flash whilst cruising round a wicked hair-pin bend.



Frank utilises his special ghost attack, which puts the frighteners up the other drivers, thus causing them to crash.



MORE OPTIONS THAN CADBURYS

Street Racer features six different modes of play, all of which can be played with four players simultaneously. Here they are in full, plus a brief rundown on what they offer...

Practice

Race against human and/or computer controlled players on any track you so desire. This is important for getting to know each of the tracks in preparation for the main event.

Head-To-Head

Each player chooses a track to race on, and then all engage in a frantic battle to gain points. The overall winner is the player who has accumulated the most points.

Championship

This is a frantic battle against every other driver. There are three different categories in the Championship: Bronze, Silver and Gold. Each one represents a different difficulty setting. The only way to progress to the next cup is by finishing the present one in the top three positions. Every time a cup is successfully completed, you'll be given a password to move on to the next.

Custom Cup

This option allows you to choose and set up your own sequence of tracks to compete on. The difficulty can only be selected on the options menu though.

Rumble

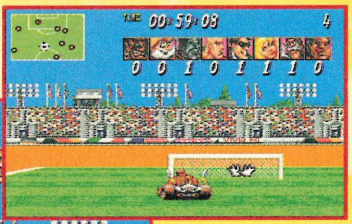
An all-against-all battle for overall supremacy. Sprint around an arena ramming all the other drivers off the track. The winner is the last car remaining. There are two different difficulty levels, one with barriers and one without.

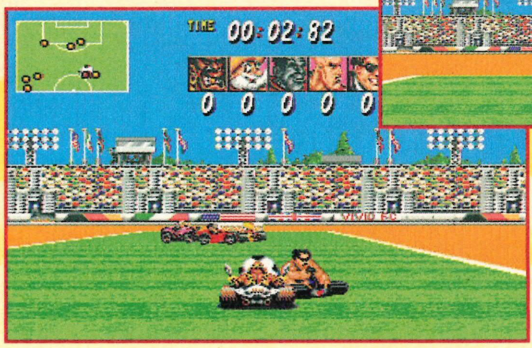
Soccer

Choose from three different pitch surfaces (wood, grass, and ice), and then take to the field for a high-paced knockabout. There is only one goal to score in, so you'll have to master the art of weaving in and out of other cars and finding open space to shoot in.

The result can either be determined by the first to a certain number of goals, or the most goals scored in a particular time period.





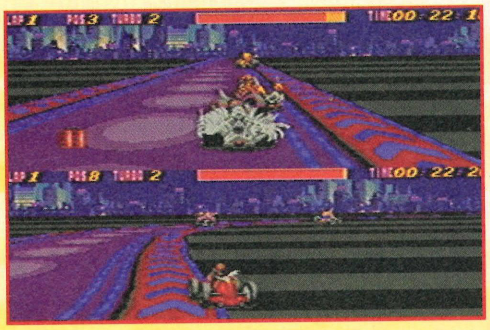


Steal the ball, dribble it past the mean-looking defenders, and then blast it past the spooky hands to score... easy eh?



STREET RACER

version was far closer to being completed than the Mega Drive. Although both versions were planned for a simultaneous release, a dramatic discovery thwarted the pencilled release date and as a result the Mega Drive game was yanked back and redone at the last minute.

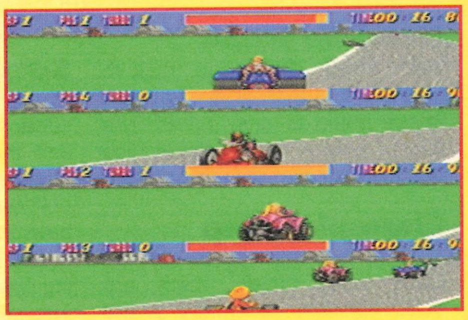


Sumo's stage is set against a Japanese techno metropolis.

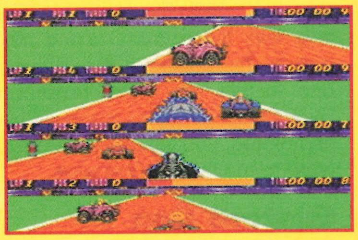
The problem lurked in the tracks. Without the immense scope of the Super NES' Mode 7 capabilities it was difficult to create the combined sense of speed and detail. But then a revolutionary new form of programming was discovered that allowed fully textured tracks – a first on the Mega Drive. The amazing result of this new formula was that speed and immense attention to detail could go hand in hand.

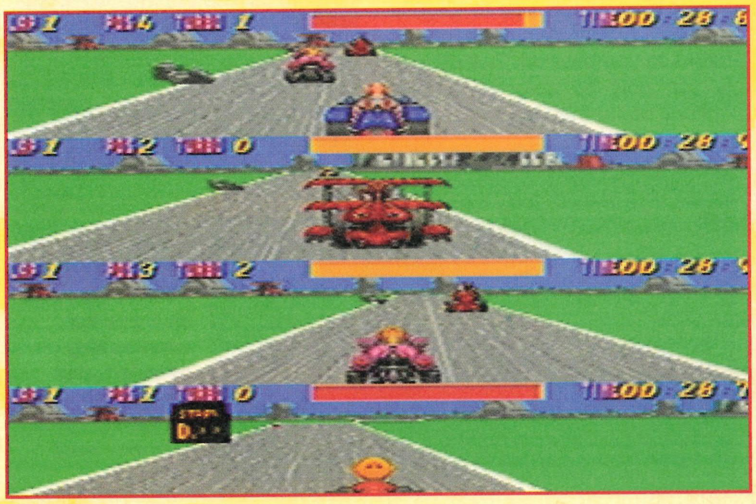


What with textured tracks, simultaneous four-player modes, plus a whole host of other great features, *Street Racer* can only be classed as the finest breakthrough game for quite some time. Perhaps the funniest thing of all is the fact that Sega didn't snap up the rights themselves and replace the likes of Raph, Suzulu, and Helnut with Sonic, Tails, Knuckles, Robotnik etc. But then *Street Racer* doesn't need gimmicks such as flagship characters to hype it – it can hold its own with the cream of Sega games and possibly even pave the way for many sequels to come... who knows? SP



The split-screen simultaneous four-player mode is a real blast!





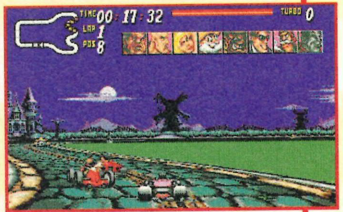
WACKY RACERS

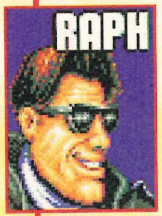
The motley assortment of deranged drivers in Street Racer will do absolutely anything to win... and we mean ANYTHING! Here is the full rundown on each racer and their abilities.



Frank

Country of origin ...Transylvania
Age....................................100
Standard attack.........Big punch
Side attack..........Ghost (scares other drivers out of the way)
Front attack ....Batmobile

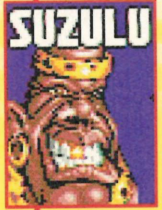




Raphael

Country of origin ....Italy
Age......................................23
Standard attack..............Punch
Side attack ....Loud horns
Front attack ....Grapple

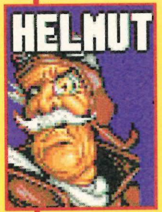




Susulu

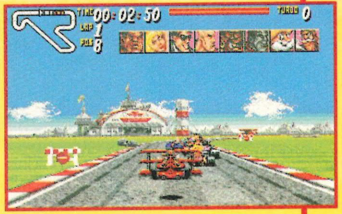
Country of origin..............Africa
Age....................................40s
Standard attack ....Voodoo stick
Side attack......................Spear
Front attack.........Rhino charge

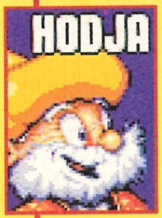




Helnut

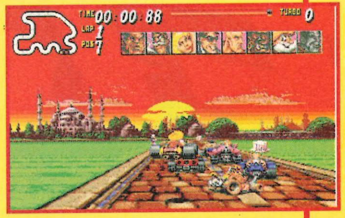
Country of origin ....Germany
Age ....Retired
Standard attack....Walking-stick punch
Side attack.....................Spikes
Front attack ....Triplane

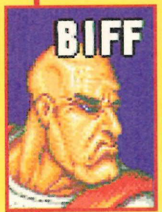




Hodja

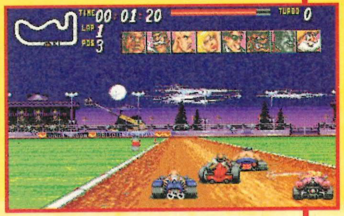
Country of origin............Turkey
Age....................................400
Standard attack..Rubber dagger
Side attack ...Magical force-field
Front attack..........Magic carpet

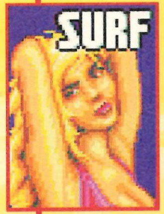




Biff

Country of origin...........America
Age.......................................19
Standard attack .....Baseball bat
Side attack.......Expanding tyres
Front attack .....Monster grapple

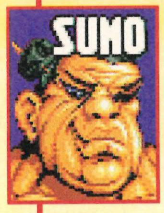




Surf Sister

Country of origin..........Australia
Age ....Classified!
Standard attack .....Beach towel
Side attack.............Beach balls
Front attack................Magnetic attraction





Sumo

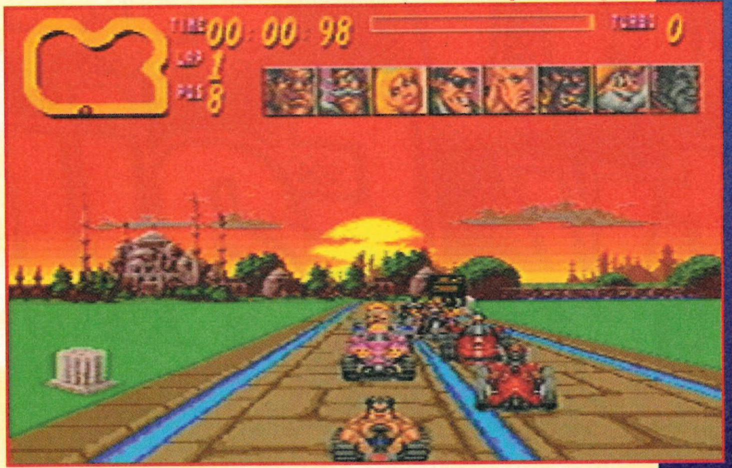
Country of origin ....Japan
Age...........................Unknown
Standard attack ....Sumo smack
Side attack...........Sumo splash
Front attack .... Force field





Being a bit of a primitive native sort of guy, Suzulu's stage is set way out thar in Africa!

As they approach the home straight, Sumo looks as though he'll take the chequered flag.

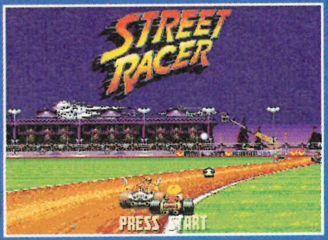


THE NEED FOR SPEED

Like most racing games, practice makes perfect. In *Street Racer*, there sure are a lot of factors that need brushing up on before you can call yourself an expert. For a start there are ten (TEN!!!) different speed starts to perfect in order to zoom out of the starting grid whilst the others kangaroo their cars uncontrollably. You must also familiarise yourself with the various pick-ups that litter the tracks. These include nitros to give that extra boost of speed, repair kits that fix any damage sustained to your car, and stars which act as bonuses.

There are also objects that hinder your performance such as mines: one type explode on impact causing vast amounts of damage, and others latch onto your car and begin a countdown to detonation. It is possible to rid yourself of the mine by touching other cars – just ensure that it isn't anywhere near you when it explodes!

UBISOFT
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OUT: APRIL



COMPLETION

1st IMPRESSIONS

Once again Vivid Image have come up trumps with an absolutely corking game that will definitely grab the Mega Drive by the boo-boos and prove that you don't need unnecessary add-ons to achieve perfection. We only managed to squeeze in a few games during our visit, but in that short time we became totally hooked. The graphics are ultra-fast and highly detailed, the sound is first-class, and the gameplay is shaping up to be the best yet experienced with this type of game. The hot news also is that 32X and Saturn versions of *Street Racer* are on the cards with development due to commence very soon. We'll keep you posted when more news comes in. What more can we say apart from GET SAVING!

ALL IN A GAME

We couldn't believe it when Vivid Image announced that *Street Racer* was only a measly 8Mbit cart. There's just soooo much in it.

Mastering each of the eight different drivers is no easy task, especially as their weapons work in completely different ways. The tracks also take some extreme practising before mastered. Unfortunately, the lack of Mode 7 meant that the special short cuts that added a strategic element to the Super NES version are absent. However, overall the game looks a lot clearer and is more straightforward to play without the tracks constantly rotating, so at least something good came out of it!

The Mega Drive version also plays considerably faster than before, so if you thought the Super NES game was hectic, you ain't seen nothing yet!

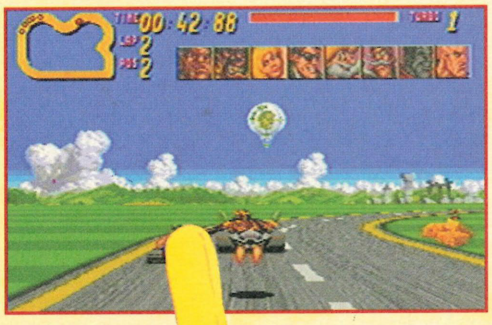
Of course, no racing game would be complete without some secret stuff, and SEGAPRO can exclusively reveal that there IS a hidden level in *Street Racer* that beams you off to the distant galaxy where you'll have to race through the Death Star trench in a Star Wars-style scenario. This is also a shoot-'em-up level in which you can blast the other cars out of the running, and pick up bonus points by destroying the squadrons of Tie-fighters that swoop down to hassle you.

The game also boasts video playback options which allow you to view entire races again from a different perspective, be it from in front, behind, or from the point of view of one of the other cars.

In short, and in the words of the games producer, Mevlut Dinc, "*Street Racer* pushes the standard Mega Drive hardware to the limit without the aid of expensive add-on chips – great value for money!"



Frank decides to pick a fight with a passing flagstone. "Ere... did you spill me pint mate!"



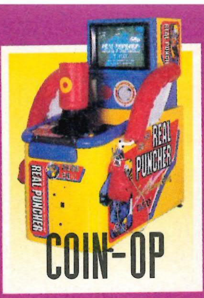
Suzulu uses his mystic powers to surge ahead.



There are three different pitch surfaces in the soccer mode.



FEATURE





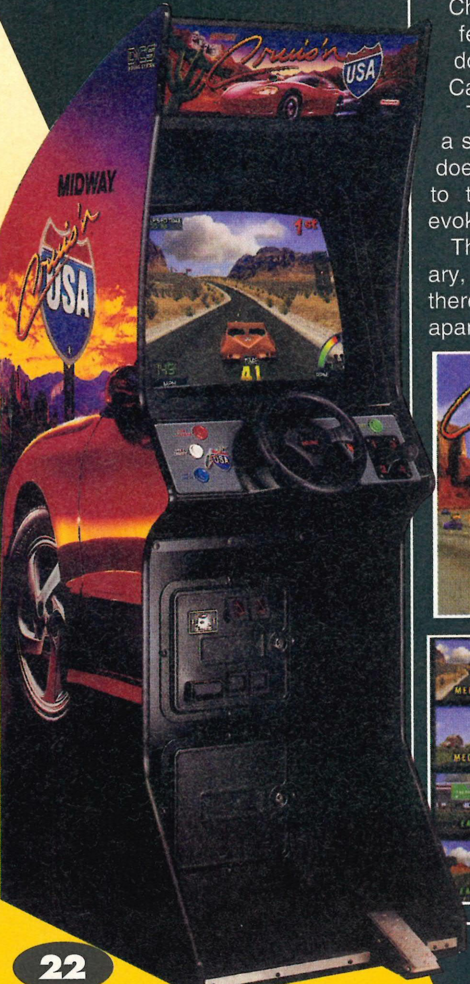
A Day at Insanity Fair

It was that time of year again when arcade addicts, stuffy business types, and eager journos alike piled into London's Earls Court centre to sample the very latest in coin-op technology. Amongst the hustle and bustle, Ryan Butt was there to bring you this ATEI survivor's guide to what is alive in '95.

Last year it was *Ridge Racer*, *Daytona*, *Mortal Kombat II*, and *Super Street Fighter II*, but what wonders did this year's ATEI (Amusement Trades Exhibitions International) have in store for the unsuspecting public? Naturally, everyone was eager to sample *Killer Instinct* and *Cruis'n*

SHOWCASES

Here's a complete roundup of the very best games on display at ATEI '95.



CRUIS'N USA

(Nintendo)

Surely this game needs no introduction by now. Highly acclaimed as being the first arcade machine to utilise the Ultra 64 hardware, the result is jaw-dropping.

Choose from a range of 14 different races and get rollin' down those sun-soaked Californian highways.

The game is now available in a stand-up design, although this doesn't even begin to compare to the swerving, sliding, puke-evoking hydraulic version!

The appearance is revolutionary, the sound is stereo-fab and there really is nothing more to say apart from PLAY IT!





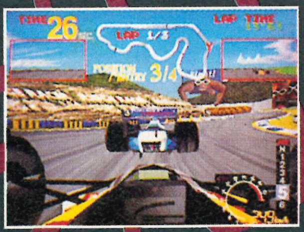
ACE DRIVER

(Namco)

The team behind *Ridge Racer* follow up last year's smash hit with an equally fantastic Formula 1 racer. Set in the 21st century, this game offers speed like you've never experienced it before, crystal handling that really puts you in the driver's seat, and two different viewing systems to either place you directly at the wheel, or watch the action from behind the car.

To unlock the full adrenaline-rushing potential of *Ace Driver*, check out the DX version which comes complete with pivoting seats that move in accordance with the steering wheel for full authenticity.

If you liked *Ridge Racer* or *Virtua Racing*, this game takes the best elements from both to make for perhaps the most fast-paced, realistic racing game for ages.





TEKKEN

(Namco)

A little competition never hurt anybody, and *Tekken* is Namco's attempt to muscle in on *Virtua Fighter*'s territory. Select one of eight rough-looking punks, sit back, and enjoy some of the most fluent character movement seen in a fighting game for a long while.

Unlike *Virtua Fighter*, the characters in *Tekken* actually look realistic and come with a vast array of combat moves to pummel your opponent into the turf. It plays like a dream, the graphics are out of this world, and the sound conveys all of the hard-hitting blows to room-shaking effect – great stuff.



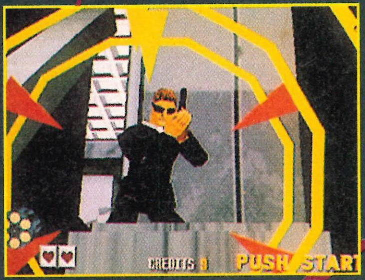


USA to see how well Nintendo's new Ultra 64 hardware was shaping up, but what other great delights were on display?

As the gates opened to grant entrance to Britain's premier Sega publication, the atmosphere of sheer excitement was overwhelming. Unsurprisingly, the first port of call on entering the techno-strewn floor was the Sega stand to have a butcher's at what delights will be beamed into an arcade near you this year.

First up was *Daytona USA* in its new twin-type sitting-down cabinet, which enables an up to eight-player link-up for simultaneous play. A bit old, that now, so swiftly moving on to *Virtua Cop* – another oldie it would seem, but well worth a mention. The game is a two-player shooting game in which bad-ass cops Rage and Smarty are on a mission to protect the citizens of Virtua City from a firearms syndicate. It features state-of-the-art 3-D polygon graphics, lock-on sights, and comes in two distinctly different cabinets.





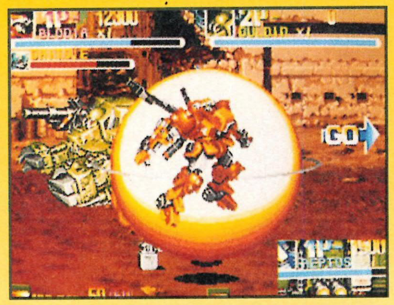
Another much-anticipated ace in Sega's deck was *Virtua Fighter 2*. The game features two new characters, a greater array of fighting techniques for the eight original fighters, plus full-colour texture-mapped graphics that move at 60 frames per second, as opposed to the paltry 30 seen in the original. However, what took pride of place at Sega's stand was *Sega Rally*, but more about that later.

Next on the agenda we made a bee-line to Atari's stand to soak up their up-coming attractions. Taking the spotlight with a huge model of one of the central characters was *Primal Rage* –which most people will have played by now. However, this was the updated 2.0 version which boasts loads of new features such as more standard and finishing moves, tons more gore, smoother playability, tighter collision detection, recognised combos, and equal player attributes. The best improvement though is the way in which you can now change the control system to suit your tastes. For example, if you want to do a fireball, you can set the movements to that of say *Street Fighter II* or *Mortal Kombat* to avoid having to learn a completely new system.

On subsequent jaunts around the arena, nothing really stood out as being particularly special. SNK were there with their usual assortment of Neo-Geo fighting games, *Samurai Showdown II*, *The King of Fighters '94*, and *Aggressors Of Dark Kombat*, although *Super Sidekicks 2* and a novel *Tetris*-style puzzle game using the *Bomberman* characters looked quite fun. Other uninteresting sightings were a volleyball game from Data East, a wrestling game from Human, and an okayish rally game from Kaneko. SP

ALSO WORTH A LOOK...

Having hogged all the best machines for most of the day, we hardly got a chance to savour some of the other stuff, but here are some of the new titles that are well worth checking out (if you like that sort of thing!).



Taito unveiled a couple of sequels to their golden-oldie machines including *Operation Wolf 3* and *Real Puncher* – another *Sonic Blastman*-type affair in which you don a boxing glove to punch the stuffing out of an electronically monitored target. Wham!

Capcom continue their domination of the beat-'em-up market with *Armoured Warriors*, a game set well into the future with heavily armoured robots as the central characters.

Galaxian 3 from Namco puts up to six players back into the heart of a galactic space battle, and *T-Mek* from Atari couples addictive futuristic tank action with fantastic rendered graphics.



BUBBLE SYMPHONY
(Taito)

More of a personal choice, this one. *Bubble Bobble* was one of the greatest platform games ever devised, and this souped-up sequel is simply amazing!

The concept remains unchanged: wander through the platform locations blowing bubbles to ensnare baddies, and then pop them for loadsa points.

There are trillions of secret rooms to find and new hyper-villains to confront after completing segments of the game.

This time round, there are four different dragons to choose from, each with their own characteristics. For example, one is fast on his toes, whereas another can blow bubbles further.

The graphics have been beefed up considerably and the ultra-addictive gameplay is more solid than ever. If you get the chance, check this out at all costs!

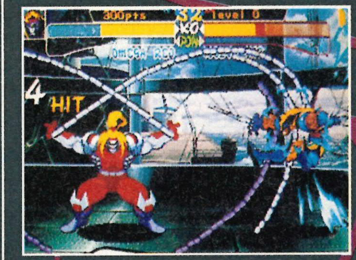


X-MEN
(Capcom)

Capcom's stunning return to form is a far cry from the *Street Fighter II* series. Packed with 300 Mbits of surging power, *X-Men* features ten superheroes to choose from, plus two bosses.

X-Men plays brilliantly, using the subject matter to great effect. The game is crammed with special moves. There are also a variety of powers that are unique to certain characters such as healing abilities, invisibility, and flying. Each of these is accessed via the X-Power gauge that increases as you land those blows.

X-Men looks mind-blowing – I bet you never thought you'd see cartoon graphics this good in a fighting game! There's also the added bonus of Capcom's unique Q-sound system.





SEGA RALLY
(Sega)

A bit of a show-stopper, this one, which isn't really surprising considering that it follows hot on the heels of the ever-popular *Daytona USA*.

Choose one of four different cars, and select one of three hazardous tracks that whisk you off through all kinds terrain.

There are two perspectives to choose from, which put you behind or in the hot seat of your machine, similar to Namco's *Ace Driver*. The car handling is by far the most realistic we've ever experienced and, coupled with the excellent visuals, makes this a guaranteed hit for the forthcoming months.

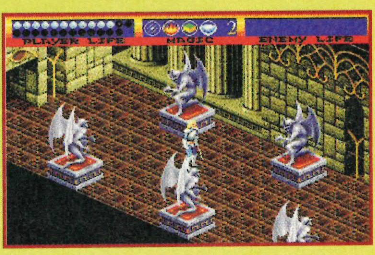


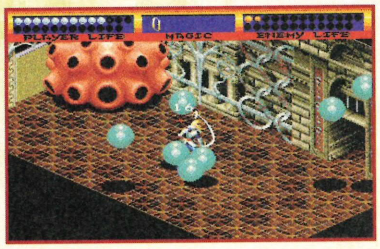
W.I.P.



MEGA DRIVE

Donning his mystical jacket-of-many-pints, his trusty trainers-of-falling-over and his pair of baggy-jeans-that-are-always-ripped, Mark Pilkington prepares himself to do battle with the rest of the office in a fight to preview Sega's latest RPG...



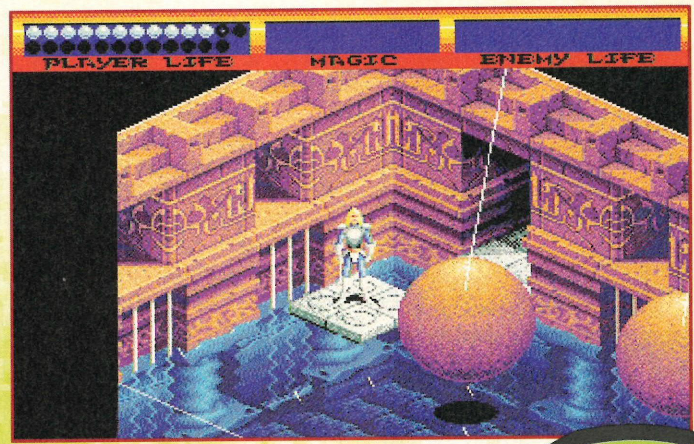


The Mega Drive has always been rather well-supported in the RPG department. Take *Landstalker* for example – a huge hit when it was released last year from Sega, this 3-D puzzle/combat game redefined exactly what the trusty old Mega Drive could do when compared to the more powerful PC products doing the rounds at the time. Well, after that success Sega now look set to repeat the feat with their new September release called *Light Crusader*.

The game is all about a knight in shining armour who likes to spend his days wandering around dark and dank dungeons and his nights killing goblins, orcs and dragons. If you've ever played Dungeons & Dragons or happened to have read a book like Lord Of The Rings, you'll have a good idea of what to expect here. In fact, the whole game looks spookily similar to a cartoon which I always seem to catch on a Sunday morning called The Legend Of Prince Valiant (not that I actually WATCH it, mind you – he says as he falls into embarrassed silence!).

Like *Landstalker*, *Shining Force* and *Phantasy Star* before it, *Light Crusader* is set to be one of Sega's big autumn releases. This one looks a bit special, if you ask me... SP

Light Crusader



Jump on these swing balls to get across the water, Mr Knight!

...AH, THOSE WERE THE DAYS!

Buck Rogers, The Faery Tale Adventure, The Immortal, Might & Magic, Phantasy Star II, Rings Of Power, Shining In The Darkness, Shining Force II, Super Hydlide, Technoclash,* I could go on and on. There's no doubt about it, RPGs are popular thangs on the Mega Drive. About four of them stand out as real classics...

LANDSTALKER

A cross between a combat game and an RPG, this was a true classic when it was released last year. Atmospheric, challenging and big with it too.

PHANTASY STAR III

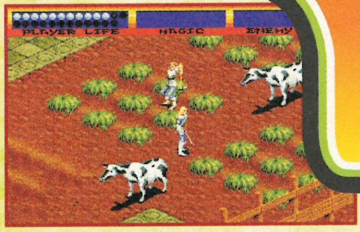
Cheaper than its predecessor, improved graphics and challenging gameplay – have a good hunt around for this one, it'll be worth the effort.

SHINING FORCE II

One of the biggest RPGs money can buy, *Shining Force II* is a noticeable improvement over the original.

SOLEIL

A recent release, and an instant hit when we played it in the office. A wacky plot has you collecting a menagerie of magical animals.

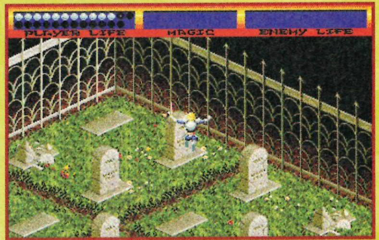


Hit the cows with your sword to make them go moo!

Kill any goblins you see in the game!

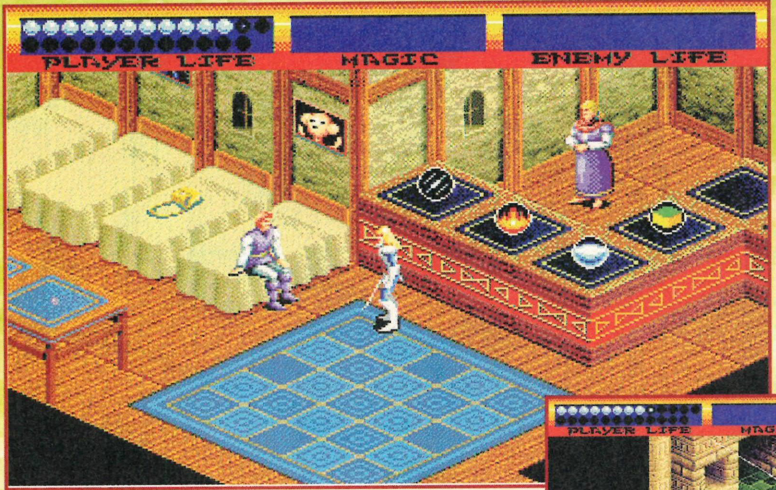






A graveyard – watch out for them zombies!

Run the gauntlet through the flames of hell, brave knight!

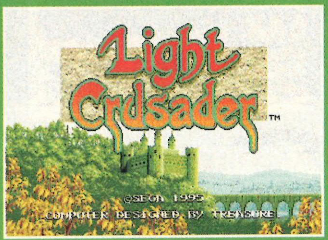


A room full of beds and bonuses!



The lasers will kill you if you try to collect this jewel...

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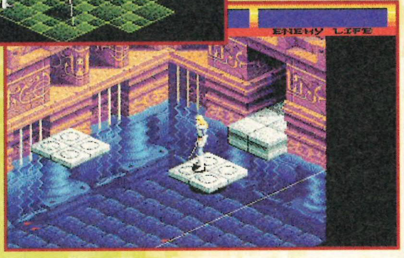




Not a lot happoning here, really...



Whenever you walk on the dead fish, a little box will appear with a cat's head in it! Far out...



COMPLETION

1st IMPRESSIONS

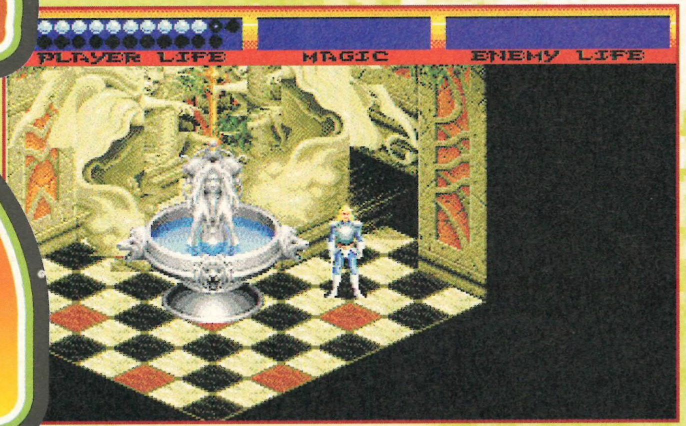
What a game! We couldn't believe our eyes and ears when we started to play this – gobsmacked isn't the word for it. In fact, if there was a word, you probably wouldn't be able to pronounce it anyway! This game is amazing, incredible and utterly fantastic all at the same time. The graphics are great, the sound's brilliant and as for the playability... well, what can I say? This is going to be big when it's finally released in the autumn!

SO WHAT'S ALL THIS RPG LARK?

'RPG', for those of you who are new to the world of gaming, stands for Role Playing Game. This basically means playing the part (or role) of another person in a particular situation. It's a bit like acting, really. You could be anyone you wanted to be: a spaceman in the far future, a knight in medieval times or even a dog on planet Dogsville if you so wished. In the mid Eighties, RPGs were all the rage when 'board games' like Dungeons & Dragons and Paranoia were selling like hot cakes. They soon found their way onto computers and then consoles, although with the lack of complex human interaction some of the results weren't that satisfying for RPG devotees.

ALL IN A GAME

Crammed inside this 24 meg cart is a colossal adventure, packed with all kinds of demons, dangers and dragons. Using the same sort of isometric 3-D view as *Landstalker* and *Urban Strike*, *Light Crusader* puts you in the boots of a brave and rather heroic knight whose task it is to free the world from the cruel grasp of the ultimate evil from the gates of hell. Can you do it? Well, you can if you manage to collect all the magic power-ups, kill all the baddies, solve all the puzzles and generally do well in the gaming department. It's coming in September, so watch out for it!



Blimey, is it me, or is that woman naked?!

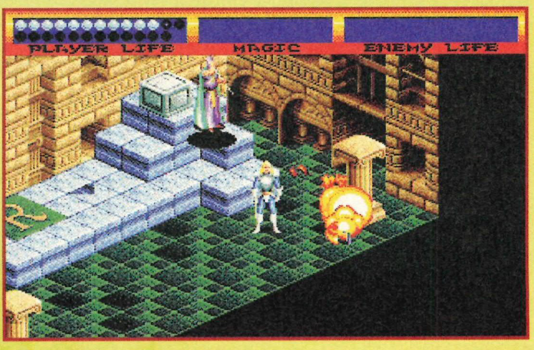


You can even talk to people in this game!

NOW THAT'S WHAT I CALL MAGIC!

There are various magic power-ups which you can collect. They all do different things such as killing goblins and making you fly – some of them will even heal lost energy! They look nice, don't they?





Yet more brutal action...

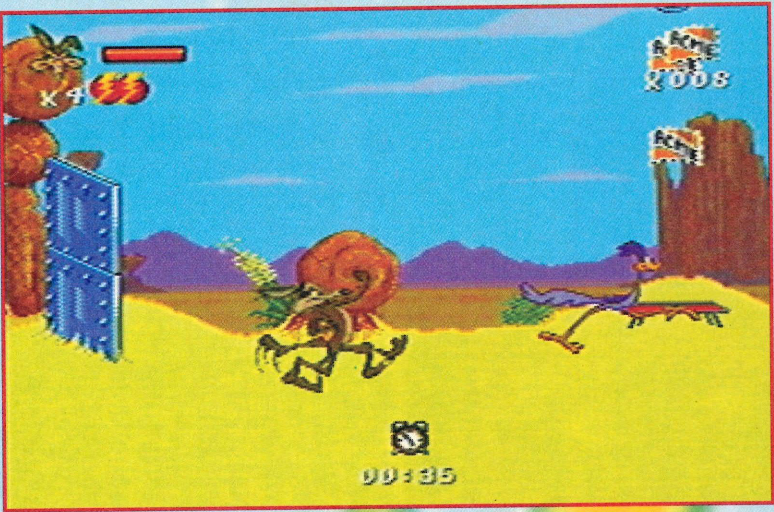
PREVIEW

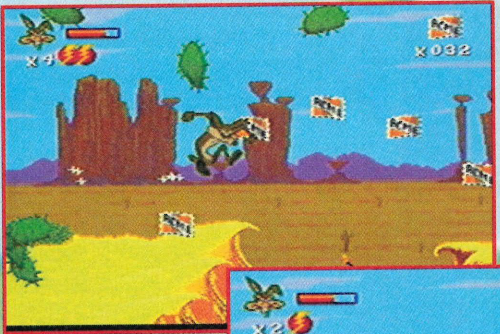
MEGA DRIVE

ROADR

DESERT DEM

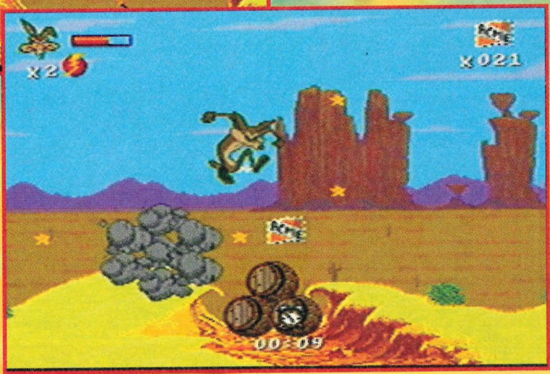
MEEP, MEEP! Mark Pilkington takes on the role of Wile E Coyote in this latest cartoon licence from Sega. Let's go bird chasing!





This is what the game's really about: Wile E Coyote chasing Road Runner!

Poor old Wile E's just hit a rather nasty and spiky cactus... Yowch!



The desert is the first level and it sets the pace of the action perfectly.

Probably the funniest cartoon ever, Road Runner used to make me laugh with joy in my childhood days when Wile E's crazy traps used to backfire on him (in fact, I still do, but don't tell anyone!). Remember the one where that crazy Coyote brought an Acme rocket-pack and gave chase to Road Runner? He'd almost caught him, when it started spluttering and ran out of fuel, before crashing down to earth. Ho, ho, ho – now that's what I call irony! And there was another one where he had saved up for months on end to buy himself a car, when he only went and crashed it at 70 mph on the motorway. Ah yes – now there's a classic if there ever was one!

The game itself is a platform jaunt. You play the part of Wile E Coyote and your task, as ever, is to catch that pesky Road Runner character. Road Runner? More like drugs runner if you ask me. If anyone can stay that chirpy all day long, then they must be on something! But I digress...

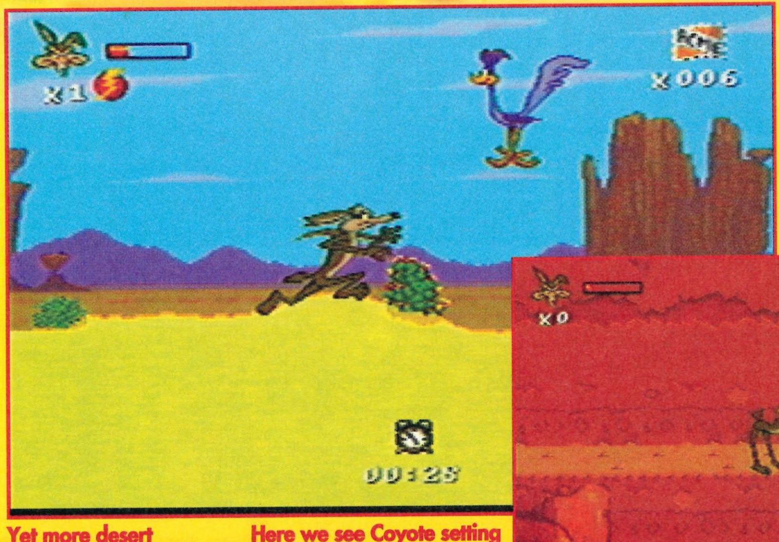
Viewed from side-on, you have to chase the Road Runner through several varied levels (How many levels are there? It hasn't been finalised yet!), each filled with all sorts of traps and weapons designed to bring that bird down to earth and onto a dinner plate! The only problem is that every trap has a habit of backfiring. For instance, on the second level you'll have to make use of a dynamite stick which you blow a rock up into the air with. Once you've done this, you'll have to run under the airborne rock and continue the level – time it wrong and it'll come crashing down on top of you. Doh! SP



Even the Game Over screen's funny. Tee-hee-heeeeeee! I think my lungs are going to explode from too much laughing.

ALL IN A GAME

Road Runner is a side-scrolling platform game where you play the role of Wile E Coyote. Your objective on each level is to catch the Road Runner. There is a time-limit on every section, although this depends on which particular level you happen to be playing at the time. There are flags scattered around the levels which you can collect for extra points, and turbo icons which will speed you up. Health canisters can also be found, as can coyote faces which give you extra lives. Everything else about the game is pretty much unknown at the moment, but you can be rest assured that you'll receive more information as soon as we get it!



Yet more desert fun. Will Coyote ever catch Road Runner?

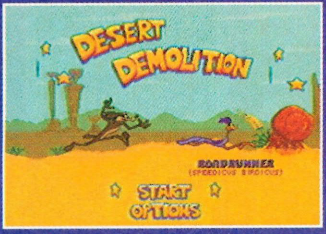


Here we see Coyote setting off some dynamite in the second level of the game. He's a right little critter, isn't he?

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OUT: APR



COMPLETION

1st IMPRESSIONS

It's looking good, isn't it? Cartoons are perennially entertaining, and you can watch many of them time and time again. Hopefully the same thing will be said of the game! It isn't yet complete, so we don't actually know how many levels the final version will contain, but if they're anything like the two I played then we're in for a bit of a winner! Watch this space in March (well, not this space EXACTLY, but you know what I mean!)...

AN INTERVIEW WITH A PSYCHOLOGIST...

Cartoon licences seem to be the 'in-thing' at the moment – what with *Sylvester & Tweety*, *Tiny Toons*, *Daffy Duck* and *Animaniacs* doing the rounds, there seems to be some sort of trend here. But why? I asked world-renowned psychologist and video-games fan Dr Van Mindyerownbusiness that very same question...

"Hmm, that is a very good question! The current trend of video games DOES seem to be veering towards the animated genre suddenly, but I shouldn't worry too much about it. Cartoons have always been popular with the younger (and indeed older) audience. My, I can even remember seeing my first ever cartoon way back in the '30s now... Steamboat Willie I think its name was..."

But wouldn't you think that people would have got bored by now of endless one-liners and over-the-top action?

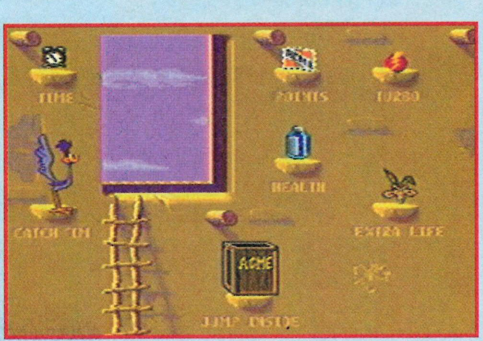
"Not at all, my young man! If anything, I think it's a hidden social distress signal – brought on by the onset of parental submission – to come back to the primeval methods which caused mankind to be in existence in the first place! Technology has increased at such a rate in modern years that people no longer know where to go next – in fact it is known that Henry Frog, the most intelligent scientist ever, regularly watches reruns of Danger Mouse."

So, in your opinion, would you say *Road Runner* the game is a fair representation of the cartoon?

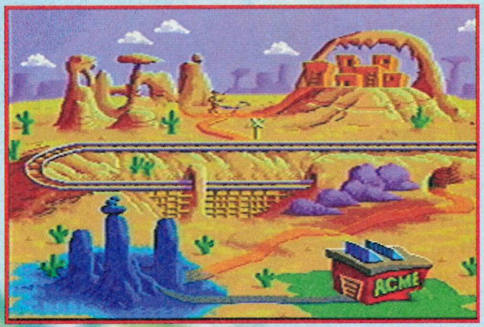
"It's probably a bit too early to answer that question properly – after all, the game hasn't even been finished yet – but in terms of fundamental content, then I'd say it more than caters for the task at hand. Each level is scattered with various, how would you say, 'wacky' traps and mechanisms all designed to challenge even the most competent gamer. The basic gameplay is just like any other chasing game, although the traps really inject that added bit of life. The sheer range of them is phenomenal: cannons, dynamite rock-traps, burning ropes, I could go on and on. As varied as the cartoons, in fact!"

So will the game be a top seller?

"In my vast experience of such matters, I'd say yes it would be. The character is universally recognised the world over, and as such it would be hard for him to fail in such a role."



If you need a few hints and tips as to what this game's about, fear not! This screen tells you everything you want to know.



Just before each level, you get a little map like this to show you where you're going.



The second level takes place in a canyon, and jolly fun it looks too!



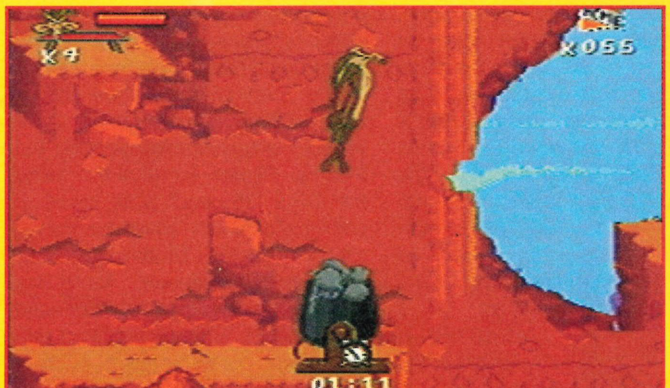
Caught the little swine at last! Was it all worth it?



Heh! My Wile E's just been squashed! Heh-heh! A big ball's just dropped on top of him!



Yow! Of all the places to land, Wile E has to hit a spiny cactus!



You can even get shot out of a cannon in this game – just like in the cartoons!

PREVIEW

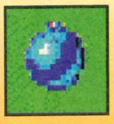


MEGA DRIVE

NUTZ 'N' BOLTZ

On his travels to rid the universe of those damn space chickens, Mr Nutz will encounter a wide range of unusual objects for the taking. Here is a brief rundown of what you could go home with tonight…

BOMB



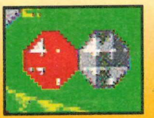
These are found in chests and are used solely on the overhead sections. Use them to blow rocks off of the path.

HEART



These will restore all of Mr Nutz's hit points immediately. Try and save them for times of need.

GEMS



These are scattered absolutely everywhere. Collect them in vast quantities to score mega points.

MR. NUTZ 2

It's time to go Nutz once more as completely the squirrel with attitude returns for a second stab at Sonic's crown. Has the goofy nut-pilferer got what it takes to reign as the supreme platform hero, or is he just another washed-up figurehead? Ryan Butt delves deep into the sequel to find out.



Nutz is assaulted by a burly chest as he dashes through waterworld.

As Mr Nutz laces up his clumpy trainers, brushes his unfeasibly fluffy tail, and buffs his almighty tombstone teeth in preparation for his next high-tech adventure, one thought springs to mind – slow down, mister!

Was it not two weeks ago that the frisky fur-ball made his Mega Drive debut? Granted, Mr Nutz has been frolicking around in Super Nintendo land for well over a year now, so it was high time he bounded onto the Sega scene to soak-up a bit of Sonic's glory. However, despite his long-overdue transition, Nutz has one last ace up his sleeve – a sequel that totally reworks the original formula, adding more depth, sophistication, challenge, and anything else you care to mention… yes, Nutz is here to stay with a super-duper, fuel-injected sequel that promises to knock every other platform game for an almighty six!

You may remember that in the original *Mr Nutz* game, the cute rodent was up against the Evil Yeti who was threatening to transform the world into one huge icy domain – which would have meant curtains for Nutz for a start. Well, with or without your help… he did it, and to



Things are looking ropy for the ginger rodent as he competes for the finals of Gladiators.

celebrate and unwind after the taxing ordeal, he decided to leave this galaxy and check into the Peanut Planet for a well -earned rest.

So rich in peanuts is the Peanut Planet (hence the name!), that it makes an ideal holiday destination for squirrelly types who seek a bit of peace after tackling the evils of this world. But as this is a game and not real (just in case you were lead to believe otherwise), there's no rest for the wicked, and no sooner has Nutz laid his bonce down for a bit of

NUTZ TO THIS… I'M OFF!

Mr Nutz 2 is a sizzling roller-coaster of a platform game which will test the might of any gamesplayer.

Whereas most companies would regard a sequel as splicing a few extra levels onto the already well-worn formula and perhaps adding a new weapon or two, Ocean have totally reworked the entire *Mr Nutz* formula and virtually transformed what was once a fairly ordinary platform game into an all-out frenzied ass-kicking sequel.

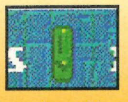




The first thing that grabs you by the boo-boos is the new appearance. The main bulk of the action takes on the form of an RPG game. You move the tiny Nutz sprite around winding pathways and ladders, looting chests and talking to deranged creatures. However, once you hit a flag, the action dynamically transforms into the *Nutz* scenario we all know and love – platform.

Admittedly, the whole thing looks like a souped-up Sonic game with the only difference being the central sprite (although if you squint, Nutz could quite easily pass for Tails!).

The idea of this whole RPG-cum-platform affair is that there are four different continents on the Peanut Planet (continents being the RPG bit), each with loads of sub-levels which must be found and completed before you can move on to the next. Along the way you'll learn new abilities and gain objects which enable to you to perform certain tasks needed to complete the levels.



HIT POINT

They're alive! These hit points work with you to prevent you from dying, and they have a personality of their very own.



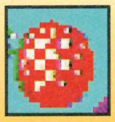
SHIELD

This will protect Nutz from one enemy blow. Once you've been hit once with this, you're on your own again.



STAR

You'll be awarded one of these for every 99 gems you collect. Use them to gain access to the bonus levels.

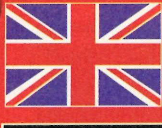


LOOM SHIELD

This makes Mr Nutz invincible for a short period of time, meaning that he can run through anything without having to worry too much.



Nutz storms into Techno City to take on the first of many bosses.



OCEAN
£TBA
OUT: MAY



COMPLETION

1st IMPRESSIONS

We immensely enjoyed what is shaping up to be a triumphant return for Nutz. This game has absolutely everything a platform junkie could ever want. The graphics, although a bit too close to Sonic, are a world apart from the first game, and with his brand-new look, we expect to see Mr Nutz scaling the most challenging tree of all – the charts – very soon!



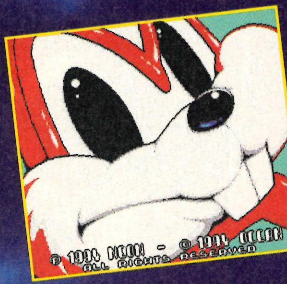
Mr Nutz gets into the swing of things on entering a brand-new continent.

ALL IN A GAME

So what has *Mr Nutz 2* got to be a true contender in the sequel department then? Tucked inside this 8Mbit suitcase of circuit wizardry is a platform game of the utmost quality: over 30 levels of platform action consisting of every previous winning formula including your Sonics and your Marios. Nonlinear gameplay enables you to roam around the landscapes attempting any level you should desire, while there's a plethora of fancy collectables to send those points hurtling towards the heavens.

Many of the levels on offer in the sequel follow a similar vein to those in the previous game. For example, the ever-popular cloud kingdom is here… and get this, one level even has Nutz in a horizontal shoot-'em-up blasting cohorts of chickens from the skies, *R-Type* style!

The game was programmed by Neon and looks like gold for Ocean who, once again, will be responsible for getting Nutz into your home. SEGAPRO will be on the case soon to bring you the full report on how the game shapes up with our reviewers.





Nutz leaps into the unknown to evade the onslaught of space chickens.

shut-eye, when the planet is mercilessly invaded by a troop of parasitic space chickens who've already terrorised just about every other world in the tripped-out, wacky solar system.

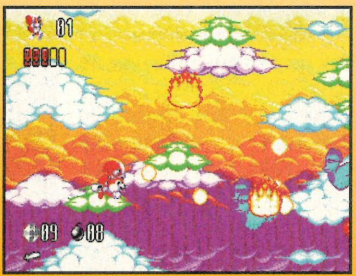
Get this! The space chickens have travelled the entire length of space and time to invade each planet and replant them with rich crops which are then left to cultivate and spread. The clucking peckers then return at a later date to harvest the crops and freeze-dry them into coffee… COFFEE!!?

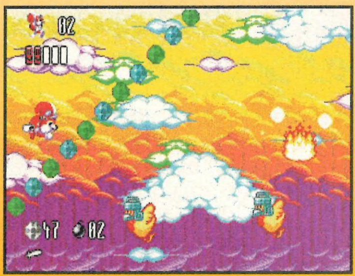
This is no ordinary coffee though, because it enables the drinker to stay awake permanently. One swig of this gruel and you might as well burn your bed and get a job as computer journalist because you ain't ever gonna sleep again!

Seeing as no creature loves their sleep as much as a squirrel, Nutz is anxious to put a stop to the chickens through fear of them contaminating the coffee on Earth. Cue the beginning of another psychedelic trip through the wonderful world of Nutz. SP

FLY ON THE WALL

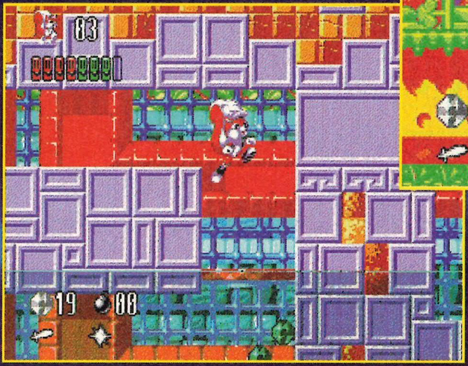
We've all heard about them blinkin' squirrels in outer Mongolia, or wherever it is, that can fly. Well, Nutz can now fly through air with the greatest of ease too. By picking up the special chicken feathers, Nutz can take a run-up and swoop into the skies like an eagle. However, this tecnique is difficult to master and you'll need additional feathers to allow you access to every aspect of this flying malarkey.





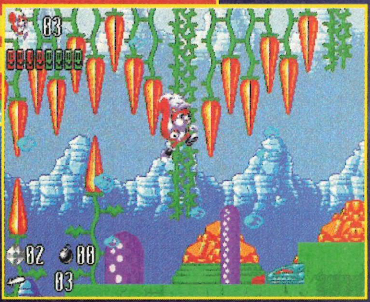


A dead end is never quite what it first appears in this game – look for the hidden routes.



The lavish graphics come straight from the Sonic school of how to shift copies!

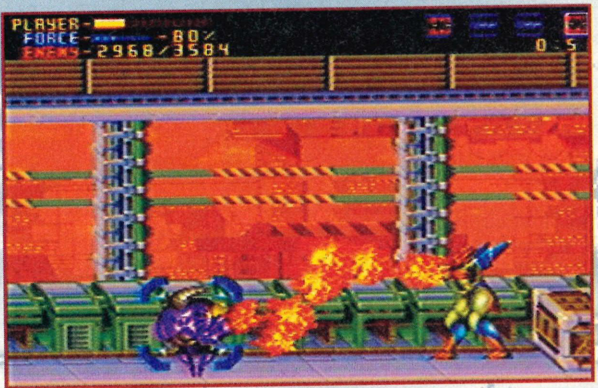
Would you go swimming in this lake?



PREVIEW



MEGA DRIVE



He's getting a roasting from your all-purpose flame thrower!

On the ground or in the air, there's no escape from your deadly arsenal of weapons.



ALIEN S

At the end of the day, aliens are strange creatures. Well they look different to us for a start, which means they deserve a good kicking! Chris Marke is our man putting the boot in...

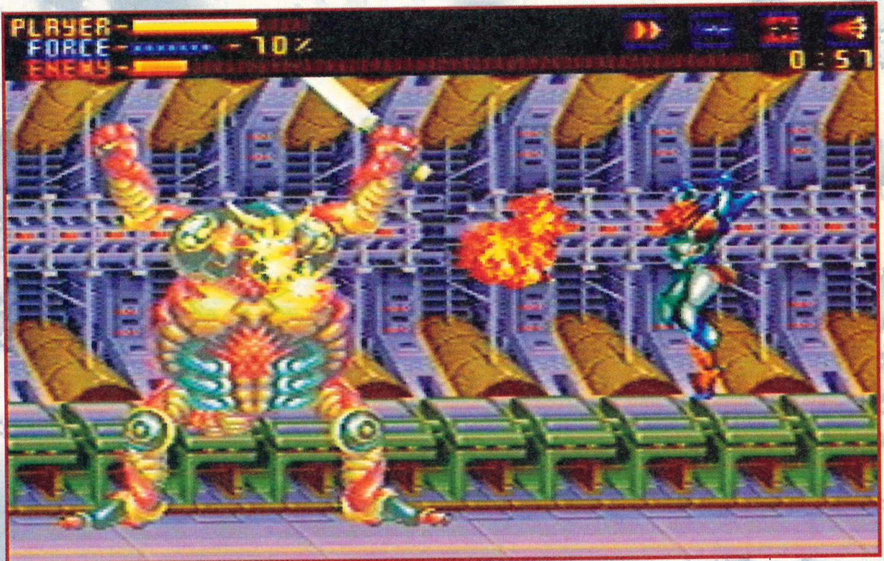
Ever since time began, man has been fascinated by aliens, and the concept of beings from another world has spawned a host of stories, movies and now video games. Classics have included the science-fiction novel *War Of The Worlds* by HG Wells, the *Alien* trilogy of movies and, well, *Doom* is certainly one game that springs to mind.

Despite their style differences what all these titles have in common is the aggressive nature of the aliens involved – I mean, can you think of an alien that hasn't wanted to rip out your entrails?

This tenuous link brings me to the latest bit of alien bashing to crash onto my desk from Sega, and believe me it does nothing to dispel the traditional stereotype of the killer aliens These ones are hell-bent on destroying the very fabric of our society! To create the game Sega have once again teamed up with Treasure, the team behind Gunstar Heroes, Dynamite Headdy and Light Crusader (also previewed this issue), producing another high-octane shoot-'em-up in the process. This one is called Alien Soldier and it pits you against wave after wave of vicious aliens in a desperate battle to save your well-protected hide.

On the downside this is a solo game with no two-player option, which cuts down the competitive element of the gameplay. However, to give you a helping hand there are six power-up weapons to collect, but getting the one you want is no easy task. The weapons drop in front of your soldier inside canisters and the nature of the weapon you can collect keeps changing as different icons flash up on the canister. To get the weapon you want you have to carefully judge the moment when you collect the power-up, so the preferred weapon icon is showing as you pass over it.

To add to your troubles your weapons can also break down during particularly heated battles, forcing you to collect them again. Sega reckon this is one shoot-'em-up that's going to have us coming back for more, especially as you can never stand still for a second. From what we've seen we reckon their confidence is well founded. After all we never seem to grow tired of slaughtering those pesky aliens! SP



This is one alien boss that definitely ate all the pies!



This boss would make the world's biggest crabmeat sandwich - or something!

TAKE THAT SUCKER!

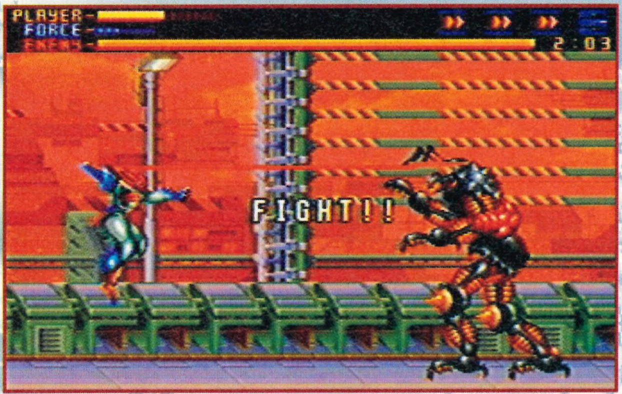
There are six different weapons you can take out the bad guys with. All of them have their own specific powers, but they do have one thing in common and that's the pain and mutilation they leave in their wake!

BUSTER FORCE

This is the gun you start with. Basically it's a big laser, which takes out the smaller bad guys, but requires some backup on the bosses.







Try and make sure you don't get to involved in your fights with the aliens. If they give you a kicking your weapons can often be damaged.

OLDIER

SEGA
£TBA
OUT: APR



COMPLETION

1st IMPRESSIONS

Hmm, this looks like being another of those games that will appeal to all the mad blasters among you. It's certainly fast and furious, with more than a touch of Konami's *Probotector* to it, which is no bad thing. There are also plenty of level bosses to keep you occupied during those wet and windy April showers.

What really stood out on a first play was the quality of the sound. It's a thumping, pumping, foot-stomping rave from start to finish. This is the type of music that makes even the sweetest pacifist want to pick up their laser cannons and blow away as many of those crazy aliens as possible. On top of this the graphics are of a high quality, creating a good atmosphere for a shoot-out. The animation is smooth to watch and each level produces some frantic gameplay.

All in all this is one cart with a lot of potential. If it can maintain its steady progress and keep on the right track, *Alien Soldier* should go a long way. Watch out for a full review very soon.

ALL IN A GAME

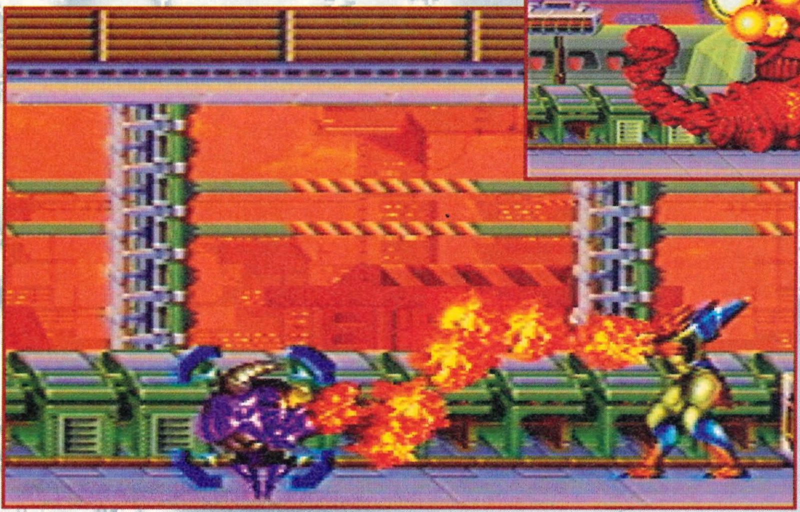
There are around 24 sections, each containing a rough, tough guardian, in this 16Mbit cart. All of these places are packed with crazed beasts, bug-ugly aliens and vital power-ups.

The action takes place in one continuous world, which is split into sections by the bosses you meet after battling to the end of each stage. You view your progress from a side-on perspective, as the screen scrolls from right to left. The screen is always in motion, constantly pushing your soldier forward and preventing you from turning back to pick up any power-ups you may have missed. This is designed to keep the pedal to the metal, ensuring there is no let-up in the speed of the gameplay and the aggression of your enemies.





The bosses just keep coming in Alien Soldier. Fortunately this one has taken a turn for the worse!



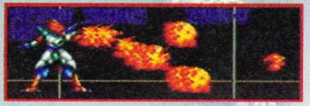
If you can get hold of the homing flame thrower it's fairly easy to make mincemeat of most of the aliens.



Ribbet! What the frogging hell is this bloke playing at? Sort it out green geezer!

HOMING FORCE

This acts more like a flame-thrower than the Flame Force. It has a longer range and is more precise – well worth collecting.



SWORD FORCE

This is similar to the Lancer Force weapon, although it doesn't pack the same power. To make up for this it's a bit faster.



RANGER FORCE

This is your standard powered-up laser weapon. It offers three-way fire to destroy most things on the screen.



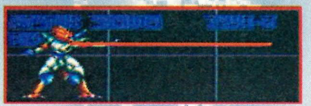
FLAME FORCE

A scorching little number, this highly effective weapon delivers a bolt of flame. Anything it hits feels like it has taken a punch from hell!

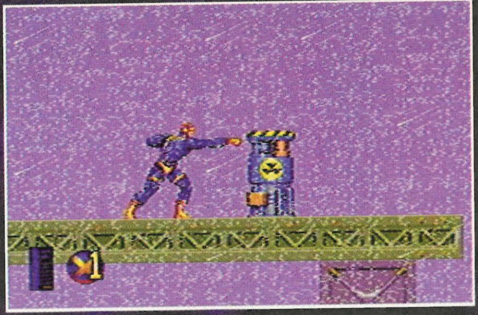


LANCER FORCE

Hits the enemy like an orange bolt from the blue… or something. Only the foolhardy will stand in the way of this baby.







The leader of the X-Men, Cyclops is about to hit a radiation canister. Don't try this at home!



You'll meet plenty of bad guys such as this one in the game.



The first level of the game takes place in the snowy, cold and downright unfriendly wastes of Siberia. Brrrr!



Beast is a character who's rather good at leaping up platforms – as he demonstrates here.

Wolverine, Cyclops, Mark Pilkington, Gambit and Beast. They're all famous members of the X-Men: the outlaw band of mutants battling constantly for the good of the world. Stars of countless comics, they're about to mutate onto the Mega Drive...

X-Men 2: The Clone Wars* is based on the top-selling Marvel comic of the same name (well kind of, it's actually called 'X-Men' – not 'X-Men 2: Clone Wars' – but you know what I mean). Of course, this isn't the first time the mutant Marvel heroes have appeared on the Mega Drive: as well making an appearance in *Spider-Man And The X-Men*, they starred in the original *X-Men* game – released around two years ago.

In the sequel, you take control of your favourite mutant member in an epic platform adventure against evil of every imaginable shape and form. I'll bet that crafty villain Magneto's involved somewhere...

The problem with previewing this game is that it's still not been decided exactly how many levels the final version will have in it! As it stands, we managed to play the first couple of stages, and we can honestly say that we were more than intrigued by what we saw.

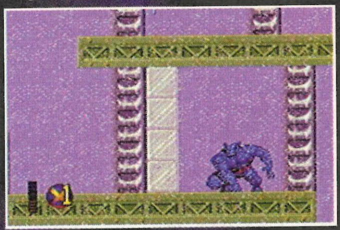
The first stage takes place in the snowy wastes of Siberia, with members of the Hand (an underground-ninja-assassin-type cult) and huge tanks giving you more trouble than even the toughest mutant can stand. After this comes a fight in an underground base with even more Hand members to deal with, plus the added dangers of huge metallic robots and wall-mounted laser guns.

Obviously the game still needs a quite a bit of work done on it (it's only about 70% complete), but as it stands it's looking good. With the combination of Sega's marketing power and the X-Men licence to ensure top sales, how can this game go wrong? SP

X-MEN THE CLONE W

MOTLEY MUTANTS

There are six different members of the X-Men who you can choose to play as in the game. Spookily enough, I've also found that several members of the SEGAPRO and SEGA XS posse bear more than a passing resemblance to them...



Here's Beast standing before a wall of sheer ice. How's he going to get past it?



That old rapscallion Gambit is in action. He likes jumping around in the snow. I think it's his hobby.

CYCLOPS



Gotta be Chris Marke, the valiant leader who laughs in the face of deadlines! Cyclops himself is called Scott Summers and he's got the mutant ability to channel destructive waves of energy through his eyes. Cor!

GAMBIT



Ryan Butt, phone person extraordinaire, is used to wheeling and dealing, so he fully fits the tag. Remy LeBeau, aka Gambit, has the ability to charge up his playing cards with kinetic energy.

PSYLOCKE

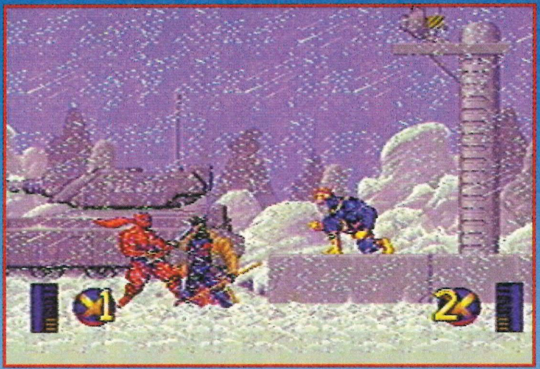


Claire Kendrick – which has absolutely nothing to do with the fact that she's the only female in the team! A deadly ninja, Betty Braddock has enormous telepathic abilities which she uses to fight crime with.

WOLVERINE

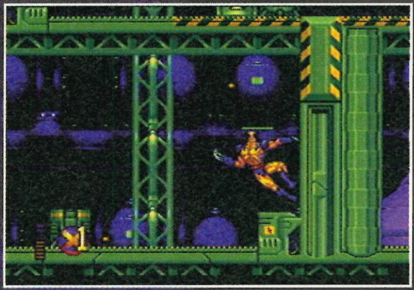


Mark Pilkington's a bit of a demolition man – did anyone mention a 70 mph car crash? – and he fits the description of Wolvie down to a tee. Wolvie's the punky mutant with attitude; his healing factor has saved him from many a brush with death.

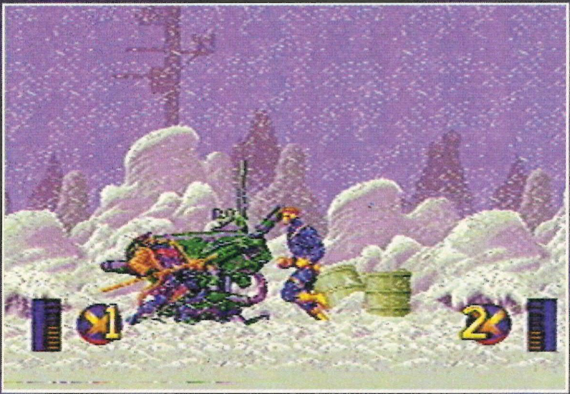


TWO PLAYERS ARE BETTER THAN ONE!

If you have a mate who happens to be:
a) Good at video games,
b) A comics fan,
and c) Will take all the flak from the bad guys,
then why not give the simultaneous two-player mode a go? It's a good laugh, but you'll have to be quick if you want to grab those extra energy power-ups!

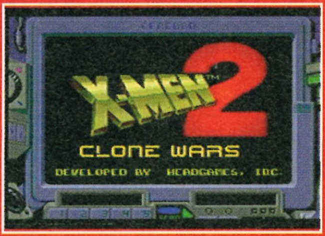


Wolverine makes full use of his amazing claws in Level 2.



The two heroes are being duffed up on this level and no mistake.

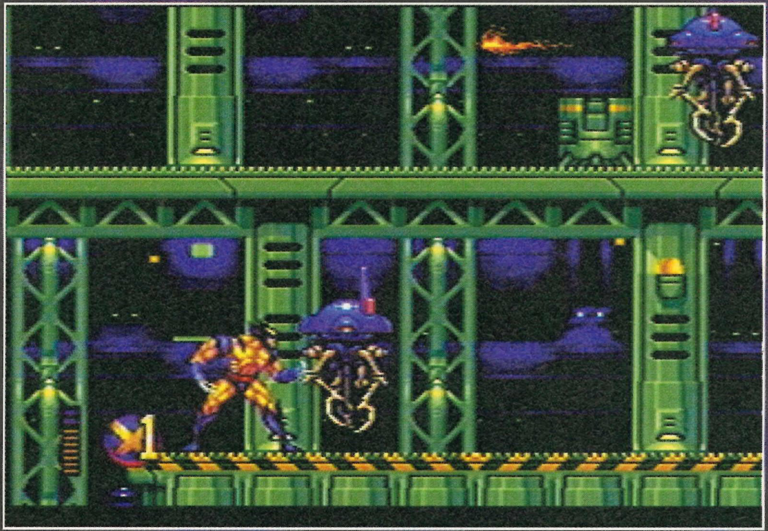
SEGA £TBA OUT: APR



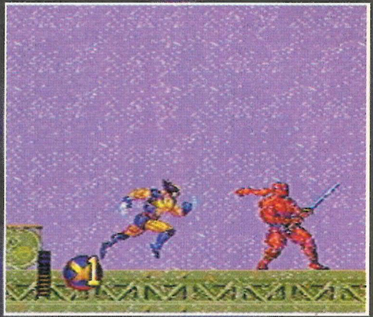
COMPLETION

1st IMPRESSIONS

Anything with the Marvel name to it is going to sell, so can we expect a sure-fire hit from this latest licence? The answer to that is... um, probably. To tell you the truth, the playability has still to be spiced up a bit, but as long as Sega can pull that off then there shouldn't be a problem. With six characters to choose from, it should have a bit more variety than the similar-looking *Wolverine* platform beat-'em-up. Keep your fingers crossed until April!



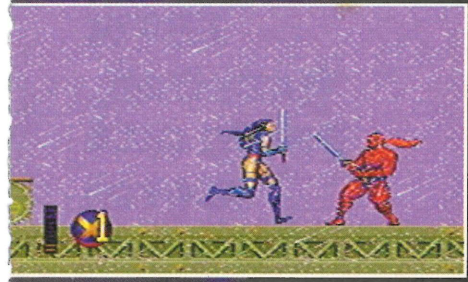
The underground base is a dangerous place indeedy. Not somewhere where I'd like to walk my dog.



Wolverine charges along the screen – I wouldn't want to be the one who gets in his way.

ALL IN A GAME

With much development still to be done, the final details of *X-Men 2: Clone Wars* are yet to be finalised, but here's a rough guideline as to what we can expect... It's a platform beat-'em-up game in the mould of Acclaim's *Wolverine*, it stars the X-Men, there are six different characters to choose from, each level's quite big (although we don't yet know how many of them there will be), and there's a wide selection of bad guys to battle against. It sounds quite good, doesn't it?



Psylocke's running towards that baddie, and something tells me the poor guy's not going to get a snog from her!



Poor old NightCrawler's being attacked, and let me tell you, he doesn't look too happy about it!



Here's that man Gambit again – I wonder if he knows Fred Dinenage?

BEAST



Big, scary and hairy. That's SEGA XS's Neil Armstrong – the only problem is, unlike the Beast, he isn't blue! A real powerhouse when it comes to fighting, Beast can also crawl up and down sheer walls.

NIGHTCRAWLER

Silent but violent Phil King is a creature of the night, so he suits NightCrawler perfectly. Nightie has the ability to teleport himself wherever he wishes to go in the blink of an eye.



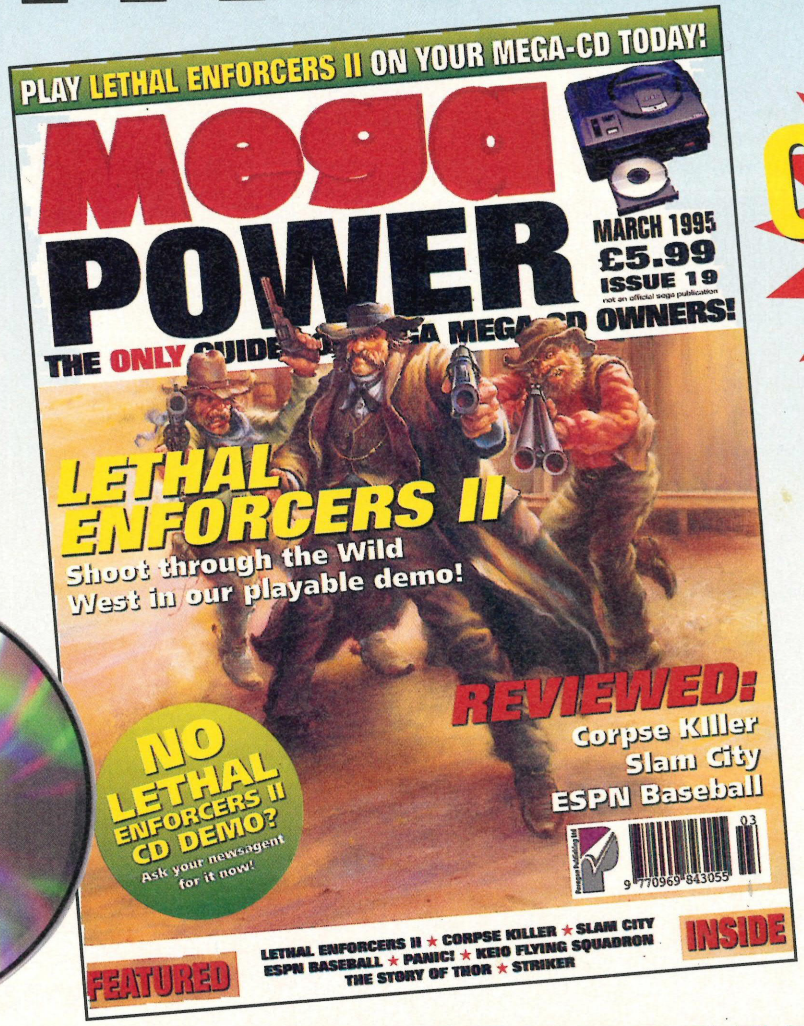
COMICS, COMICS EVERYWHERE

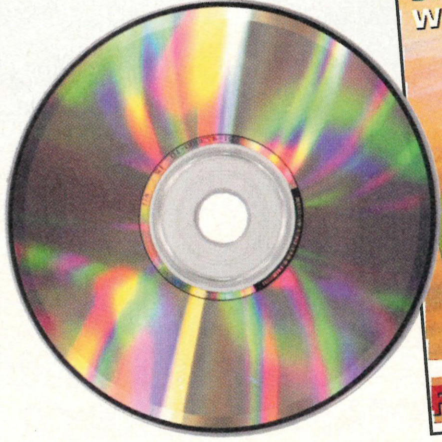
I have a confession to make. I'm an ex-comic addict. There was a time, in my wild 'n' crazy youth, that anything slightly resembling a comic was snatched off of the newsagent's shelf and immediately bought. I was mad about comics (I managed to keep them all, and I've now got a huge attic stuffed to the brim with them!), but after many painful months of cold turkey, I can honestly say I haven't bought one for about four years now.

The best of these comics were always the Marvel titles. You know the stuff I mean: Punisher, Daredevil, Spider-Man, Captain America, and yes, The Uncanny X-Men. Ah yes, those were the days... So how near is this game to the original comic? Pretty close really, with all the different characters and backgrounds accurately portrayed. So far a decent conversion then, but we're just going to have to wait to see how the playability bears up.

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REVIEWS

REVIEWS % INTRO



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INTRO TEXT: Provides a detailed background to the game and its characters. This means the main review text can get straight to the point. 1

PROTIPBOX: An invaluable hint for those tricky situations. We reveal a top tip to help you progress through the game. 2

PROSCORES: A breakdown of the strong and weak points of each release. Even the strongest titles can contain the odd flaw. 3

PROVIEW: Second opinions on the game so that everyone gets a say. All four members of the team get to play every game. 4

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Meet the Team!



Chris Marke

Having been knocked out in the first round of the Konami tournament, Chris tried to justify his poor performance by saying he was concentrating on real footie, so didn't have time to practice. Being the top goal scorer in the local league was glory enough, he claimed. Everyone else just thought he was crap!

Fave game: Last Sunday's!



Phil King

A living legend on football games, the Kingster did it again by coming runner-up in the recent office tournament on Konami's SNES *International Superstar Soccer* – even though he'd never played the game before! His victims included a couple of Gamesworld 'animals' before he got trounced by Ryan 5–1 in the final.

Fave game: The Story Of Thor



Ryan Butt

Ex-Nintendo reviewer Ryan used his considerable joypad and football skills to win the office *International Superstar Soccer* tournament. He beat Phil in the final with a combination of fast footwork and deadly finishing to make it a SegaPro clean sweep – on a Super NES game, for Pete's sake!

Fave game: Mortal Kombat II 32X

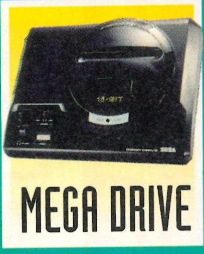


Mark Pilkington

If this man ever offers you a lift, run a mile! Having learned his driving skills on *Virtua Racing*, Pilky surprised everyone by passing his test. But a couple of weeks later he locked his Maestro's steering to swerve around another car and smashed at 70mph into a motorway crash barrier. Luckily the top tipster was completely unhurt!

Fave game: Maestro Racing!

REVIEW



Once upon a time in the kingdom of Oasis, two great sorcerers called Liam and Noel… erm, I mean Reharl and Agito, had a bit of a ruck. In the mother of all battles, the two magicians destroyed each other. Only their magical gold and silver armlets survived and fell to earth to be buried for, ooh, yonks. However, one day Prince Ali was digging in the dirt (like princes often do) and found the gold armlet. When he put it on, a fiery bloke appeared and told him he had to find four spirits and do battle with the evil silver armlet which had possessed a hapless geezer's soul. Hmm, sounds like time for another Sega arcade adventure to me…

STUFF YER FACE!

When killed, some enemies leave behind food which you can collect. Eat it to top up your hit or spell points…

BREAD
Restores a quarter of your Hit Points.



FISH
Restores half your Hit Points.



As you can probably tell by now, this game has absolutely nothing to do with the Norse god of thunder or Marvel superhero. In fact, why it's called *The Story Of Thor* is a complete mystery, but I suppose it sounds better than 'The Story Of Ali'.

Anyhow, you play the role of Prince Ali as he explores scrolling countryside, trying to find the four magical spirits of the armlet. Starting off by the sea, I was immediately impressed by Ali's excellent animation. The baggy-trousered hero moves very fluently as he walks, runs, leaps and crawls – there's even a nice splash when he jumps into the water.

Venturing into the nearby village, I soon discovered that Ali isn't much of a conversationalist, though. In fact, I don't think he said a single thing in the whole time I was playing. Interaction is limited to bumping into people, bringing up a text message from them – Ali never replies, even automatically. However, it doesn't really matter as this isn't intended to be a complex RPG so much as an all-action arcade adventure.

And what action there is. The adventure starts with Ali seeing off a group of bandits in the village near his castle home. A few quick thrusts and slashes with his dagger soon kills them. As you progress through the game, the fighting thankfully gets much tougher as Ali's surrounded by armoured guards, charging lance-wielders, giants, zombies and winged demons, to name a few.

I thoroughly enjoyed the combat and it gets even better



Aha! After much baddie-slashing and exploring, Prince Ali finds the first of the four armlet spirits which will help him in his quest.

Ali finds the magical armlet…



SEGA PRO Yo SEGA PRO

The Story of Thor™

A Successor of The Light

ARMED COMBAT

Better weapons can be found throughout the adventure, but most are limited in supply so use them sparingly…

DAGGER
The weapon you start with, it's not that powerful but its use is unlimited.



SWORD
Has a longer reach than the dagger, but after 20 swipes it runs out.



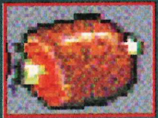
BROADSWORD
More powerful than a normal sword, providing a total of 30 swipes.



MEAT
Restores three quarters of your HP.



JOINT
Maximum Hit Points.



LEMON
Restores a quarter of your Spell Points.



APPLE
Restores half your Spell Points.



FRUIT
Restores three quarters of your SP.



GRAPES
Maximum Spell Points.



CABBAGE
Restores half your HP and SP.



when you collect weapons such as crossbows, broadswords and bombs, tactically switching between them to suit the current adversaries. It's great fun getting stuck into the excellently drawn enemies, hearing their sampled groans when their energy's reduced to zero. Best of all is the way the baddies can hurt each other with firebombs or even badly aimed sword swipes – an excellent touch.

You have to keep an eye on your own hit points bar, though, regularly topping it up by eating the collected food in your inventory. Other food items regenerate your spell points. These come in when you find the first of the four spirits: a water nymph who is summoned when you cast a spell at any water. Hovering around you, she can freeze enemies with her bubbles, heal you, and turn into a tornado to whirl around the screen. Later on, you find a fire demon who loves to thump baddies, breathe fire at them, surge across the screen, and cause a spectacular fiery explosion, frazzling nearby enemies.

The spirits come into their own when facing the game's really big baddies, including a giant spider, fire-breathing skull, and massive snake monster. But you have to make sure you've got a spirit with you, so you're constantly on the lookout for the fire or water needed to summon them.

I have to say, *The Story Of Thor* came as a very pleasant surprise. I was expecting a standard Japlish RPG, but this is a true arcade adventure that's packed with excellent fighting action. The adventuring is limited to collecting keys to open doors, and pushing rocks onto switches to activate things – not exactly brain-bending puzzles, but still absorbing enough.

As with the similar *Soleil*, I was glued to the screen for hours on end, but this gets going a bit faster than that game – you don't have to 'learn' to fight and jump! Although not as wackily entertaining, the plot here is much more together, so you get a real feeling of menace from the baddies and moody locations. These are portrayed by consistently top-notch graphics, including some really nice touches such as a ship sequence where the screen scrolls from side to side to evoke the rocking of the boat.

Well-designed, challenging and utterly addictive, *The Story Of Thor* is a mighty thunderbolt of a great game from Sega.

Phil "I Like Spirits" King SP

Protip

Don't waste the better food items by constantly topping up your HP and SP levels when they're only slightly depleted. Wait till you really need to use them.



The fire spirit follows you around, thumping and frazzling enemies. How do you get to those goodies, though?



The water nymph fires a bubble at the baddies to freeze them in their tracks.



This ship rocks realistically from side to side.

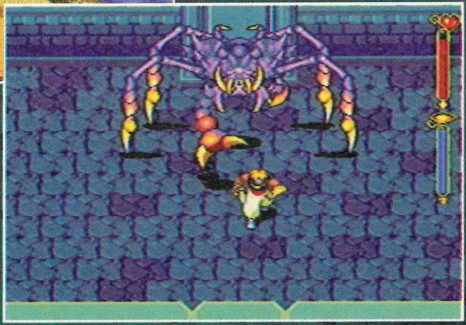






At last you meet the Silver Armlet, but he's got to dash.

These zombies keep attacking even when you slice off their legs!



This giant spider takes some killing.

BOW
Great for firing at enemies from a distance, but you only get five arrows.



FIRE BOW
With flaming arrows, this can frazzle most enemies to instant death.

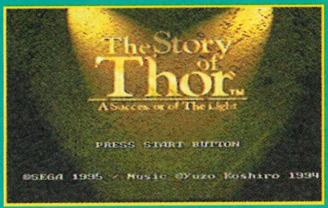


BOMB
Throw it and it soon explodes. You can collect more powerful bombs.





SEGA
£TBA
OUT: MAR



CART SIZE: 24Mbit
PLAYERS: 1
STAGES: n/a
SKILL LEVELS: none
FEATURES: battery backup
CONTACT: Sega (071) 3733000

PROVIEW

MARK ■■■■□
What it lacks in character interaction, it more than makes up for in combat.

RYAN ■■■■□
Unlike a lot of hack-'em-up games, the fighting never gets repetitive.

CHRIS ■■■■□
A first-class adventure with great graphics. Even better than *Soleil*.

PROSCORE

GRAPHICS 90%
▲ The hero's many different actions are all smoothly animated.
▲ Colourful backdrops with nice touches such as the 'rocking' ship.

SOUND 83%
▲ Some nice FX, particularly the sampled groans from dying baddies.
▼ The music's a bit 'organny', but it gets louder at dramatic moments.

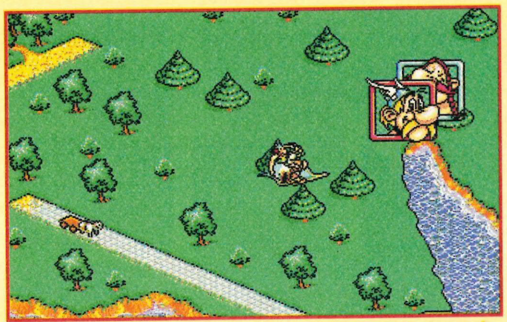
GAMEPLAY 90%
▲ Combat is always enjoyable with lots of different weapons to use.
▲ The spirits' various abilities bring a tactical element to the play.

CHALLENGE 91%
▲ A big game with plenty of different enemies and puzzles.
▲ You can save your position, so frustration is avoided.

90%

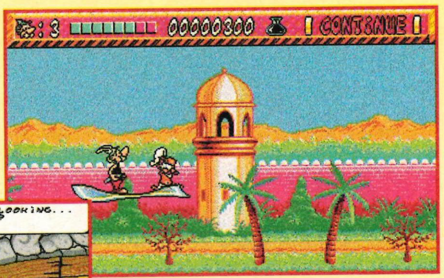
More of an arcade adventure than an RPG, this is packed with addictive combat action. Highly polished in all respects.





Asterix consults the mystic village druid for advice.

The Gaulish duo hitch a lift to India on board a magic carpet. I hope they booked a return flight.

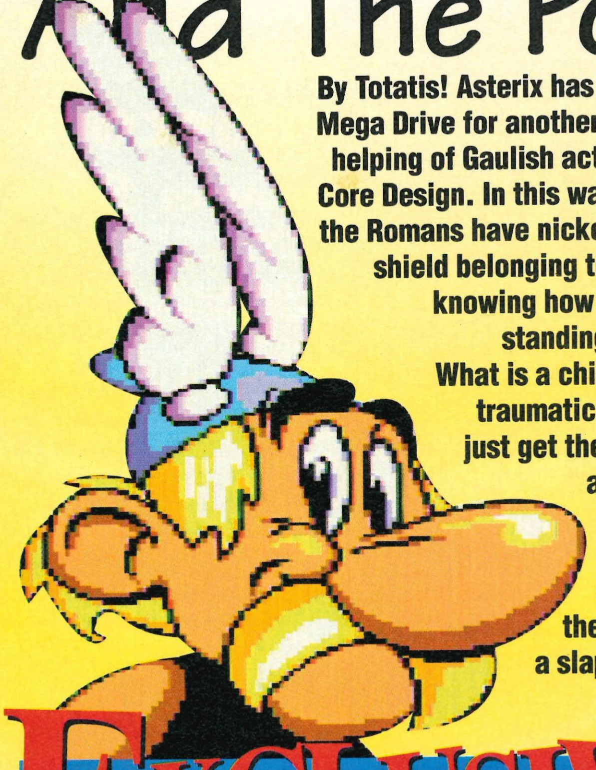




Asterix and the Fakir fly through the streets being attacked by falling boulders – zap 'em with your lightning, old man.

Asterix

And The Power Of The Gods

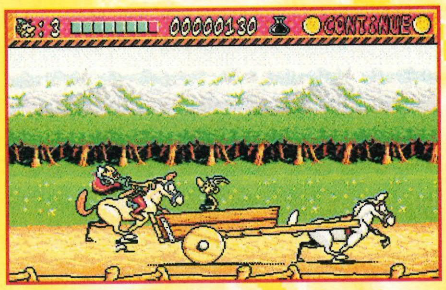


By Totatis! Asterix has returned to the Mega Drive for another action-packed helping of Gaulish action courtesy of Core Design. In this wacky adventure, the Romans have nicked the chieftain shield belonging to Vitalstatistix, knowing how vital it is to his standing in the village. What is a chief to do in such traumatic times? Simple, just get the village midget and the resident fat man on the case to track it down, and save the day in time for a slap-up banquet at sunset – fin!

Being a childhood fan of Asterix, playing his latest console adventure was a delightfully nostalgic trip down memory lane. The game opens with a fabulous intro that has been lifted straight from the *Asterix And The Chieftain Shield* book, depicting how when Vercingetorix laid down his arms to Caesar, the famous shield was nicked from the pile by a naive young legionary, before being lost in a game of cards. After a few more brief owners, the shield finally found its way to Vitalstatistix... but now Caesar has half-inched it in a bid to topple the bungling chief and seize control of the last remaining village as yet unconquered by the Roman Empire.

Although this game is primarily platform, it borders on several other gaming styles such as beat-'em-ups, shoot-'em-ups, and RPGs to make for a very challenging and highly addictive caper that utilises the famous subject matter to great effect.

The main action consists of traipsing all over the ancient world searching for any objects and information that could come in useful for tracking down the shield. Unsurprisingly, your path is frequently strewn with



Make a break for it in a horse and cart, but watch out, you could have company.

EXCLUSIVE!

SEARCH AND DESTROY

Throughout Asterix, you'll constantly stumble across objects. Some of them are special, can only be used once, and difficult to find. But others, like the ones pictured here, are found frequently and serve a vital part in survival.



BROWN CHEST
This contains a secret stash of small gold coins, or perhaps an extra life.



RED CHEST
This contains a secret stash of large gold coins worth mucho points.



GREEN CHEST
Punch this open to find a supply of energy-replenishing food.



FOOD
Pick this up to receive bonus points.



MAGIC POTION
This is needed to keep Asterix's strength up.



ROAST BOAR
This is needed to keep Obelix's strength up.

VIOLENTLY HAPPY

Both Asterix and Obelix are handy in the old fisticuffs department. Here are eight good reasons not to mess with them.

ASTERIX

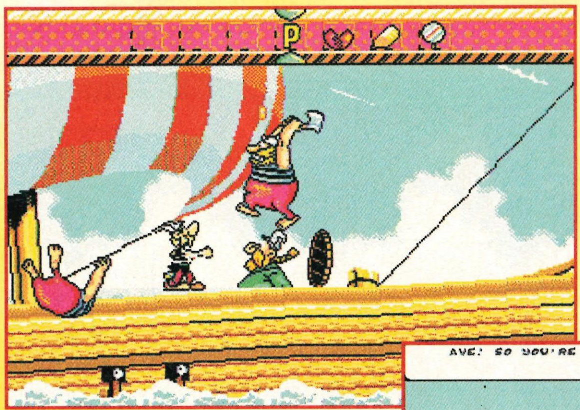


GROUND SMASH | PILEDRIVER | PUNCH | THROW

OBELIX

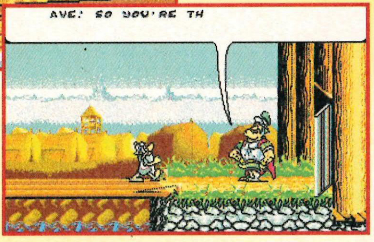


HURL | PUMMEL | PUNCH | THROW



Sailing just wouldn't be the same unless there were pirates to duff up.

Asterix sneaks into a highly secured Roman camp disguised as a legionary.



legionaries who require a certain amount of violence to be vacated from the route, hence you'll need a regular top-up of magic potion to deal with the little blighters.

Old buddies from previous adventures also make cameo appearances to assist you along the way, the best being the unfortunate pirates whose ship makes for a very nice rotational fighting level – don't get seasick now!

The nonlinear gameplay means that you can wander more or less anywhere, whenever you want, although some tasks have to be completed before you can reach certain stages. For example, one of the Roman camps can only be entered once you've collected the items of legionary uniform needed as a disguise from the other camps.

In good old Asterix tradition, Obelix accompanies you on your quest, and before each level is entered, you'll be allowed to switch between the two to decide which Gaul is best suited to the level – although I found that both are pretty much the same.

The graphical appearance of *Asterix And The Power Of The Gods* beautifully recreates the splendid scenarios and landscapes depicted in the classic books. The sprites in particular move and act exactly as you would imagine them to, and the attention to detail at times is absolutely stunning.

There are 20 different stages in total, offering crazy jaunts to India, Egypt, Britain, and Rome. Each offers new puzzles, enemies, and objects to test your might as the 'ardest Gaul of them all.

Unfortunately, not every aspect deserves my prestigious praise, and in this case the sound is the only real letdown. The tunes are simple, utterly boring, and very, very repetitive – which means that you'll be fumbling for the volume knob to prevent yourself from turning into a hypnotised loony!

The sheer depth and freedom to wander make *Asterix* a very enjoyable game to play, and the fact that you'll constantly be using your brain as well as your brawn to get through intact means that you'll soon be hopelessly hooked. If you're a fan, or just seek a hearty adventure – Asterix is the man for the job.

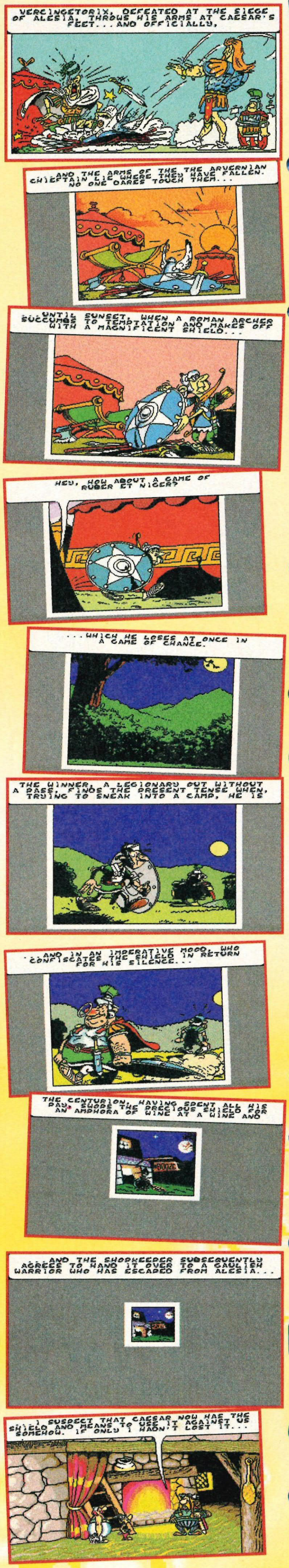
Ryan "Joypadtrix" Butt

Protip

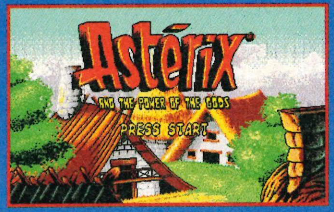
HAVING EXPLORED THE VILLAGE AND AQUARIUM AND TOTORUM CAMPS, GO TO THE TOP-RIGHT CORNER OF THE GAULISH FOREST TO LAUNCH A FLAMING TORPEDO INTO THE LAUDANUM CAMP.

LE INTRO!

The story so far...



SEGA
£44.99
OUT: MAR



CART SIZE:............16Mbit
PLAYERS: 2
STAGES: 20
SKILL LEVELS: 3
FEATURES: ....password system
CONTACT:.................Sega (071) 3733000

PROVIEW

PHIL ■■■■□
Programmed by Core, it's up to their usual high standard of playability.

MARK ■■■■□
It's another platformer, but much better than most of the recent ones.

CHRIS ■■■■□
It gives you great freedom to explore for yourself. C'est magnifique!

PROSCORE

GRAPHICS 85%
▲ Lavish Gaulish scenarios, brimming with authentic accuracy.
▼ More detail could have been applied to some areas.

SOUND 55%
▼ Uurrrgh! Dire tunes which add bugger-all atmosphere.
▼ The spot effects are also a tad on the crap side.

GAMEPLAY 87%
▲ Great fun to play, loads to see and lots to do. Freedom to explore.
▲ The constant change of style keeps you constantly enthralled.

CHALLENGE 84%
▲ Despite being aimed at kids, this is one tough mutha to play.
▲ You'll need to keep every area of skill on standby to complete it.

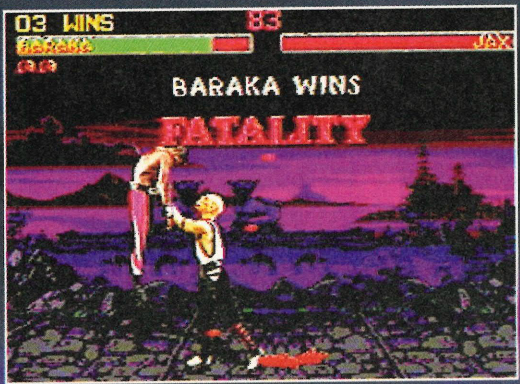
85%

No self-proclaimed Asterix nut will be disappointed with this. It's big, bold, beautiful, and oozing with addictive qualities.

REVIEW

MEGA-32X

When it was last staged, the annual Shaolin Tournament was invaded by demons from the outworld who planned to use the contest as a means to slaughter people and throw the Earth realm into chaos. Predictably they failed which resulted in one of the demons, a four-armed giant named Goro, being killed, and the other, a mystic wizard named Shang Tsung, fleeing back to the outworld with his tail between his legs ready to grovel to his master for a second chance. Miraculously he pulled it off, so let's go live now to the outworld where the action is just about to commence...



"Come here, I haven't seen you in such a long time, give us a hug... oops!"



Baraka cuts his twin down to size – literally.



The two Kungs battle it out for the right to be an individual.

SEGA PRO Yo SEGA PRO

MORTAL



The loser takes an early shower – in blood that is!



Can you kick it? – no you can't!

Urrggghhh... it's starting again! I can feel the infamous Mortal fever harpooning its lecherous claws into my nervous system once more. Unless medical attention is urgently found, I fear I could experience a complete relapse of a similar fate which befell me last September when my whole life was transformed into a psychedelic blur of blood, sweat, and some hard-to-get bird called Jade.

There are few words left to describe the sensational blood-feast that is *MKII*. It consumed 10p's by the skip-load at the arcades and sold magazines by the stack-load merely for showing pictures of the game. And of course, not forgetting the earlier console conversions that... let's just say did very well for Acclaim!

Well now the latest incarnation has materialised and what a flippin' fine one it has turned out to be – arcade perfect in fact, not sort of arcade perfect, or nearly arcade perfect, no siree, we're talking perfect right down to the frilly bits on Kitana's panties!

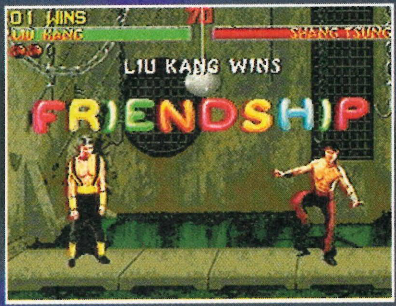
Mortal Kombat II 32X kicks off in spectacular fashion by running the arcade intro sequence which fully illustrates the story so far. This is followed by a series of in-depth character profiles to get you loosened up and ready to enter into the fray to test your might against the warped gathering of unworldly beings.

Protip

Remember, you can charge up special moves before the fight begins, and then lunge straight in as soon as the word "Fight" is uttered.

Although everyone and their dog knows absolutely everything about this game, your interest is automatically rekindled and rehyped the moment you clap eyes on this cosmetically enhanced, souped-up, cheese-and-onion-flavoured version. It utilises TWICE the amount of colours seen on the Mega Drive, which means that every single smidgen of detail has been fully restored. The Dead Pool stage is now draped in sinister chains, The Pit stage now shows the distant fighters (one of which is permanently engulfed in flames), all





Look... it's John Travolta – not!



Didn't your mother ever tell you about eating between meals?



Move over has-been, there's a new champ in town.

Kintaro attempts to plant Liu Kang.



KOMBAT

A duel to the death, there can be only one victor.



of the weapons are back in the Armoury, the flying wyverns are airborne on the Tower stage, and... hell, everything else just looks damn fine.

Another major target area that has been zapped with the improvement stick is the sound – cor blimey, this is really pant-soiling stuff! The husky-voiced commentator fills the Kombat arenas with his spooky presence, introducing the fighters by name, cackling along to combos, and then uttering the immortal line "Finish Him" before the infamous ketchup finales.

Okay, so you've got a glossed up appearance and mind-blowing sonics, but surely it plays just like the 16-bit game? – hell no! This is when the dual 32-bit RISC processors grind into action to produce the most explosive, ultra-fast action you're likely to see in this game. The fact that this version runs noticeably faster than before makes for more frantically paced matches which require the reflexes to match: seeing those crushing blows coming, and then quickly counterattacking has never been so exhausting!

Despite the various improvements, your attention seldom sways from the graphics, the character sprites in particular. The group coupling of mortals and jolly zombies have grown a tad in size, and loom right out at ya with ultra-fine shading and colourisation, giving an authentic arcade quality about them.

Gore fans will also admire the more realistic texture to the pools of red stuff that gush Niagara-style from every conceivable orifice when a blow connects, plus the sloooooopy sound effect that accompanies it.

The 32X is the perfect platform for *Mortal Kombat II*, giving the player exactly what they want without having to make silly compromises and omitting other key stuff. Having played this game on every format, my vote in authenticity and general all-round nastiness unquestionably goes to this.

Ryan "Wrath Of Kahn" Butt SP

ACCLAIM
£TBA
OUT: MAR

CART SIZE:............32Mbit
PLAYERS: 2
STAGES: 14
SKILL LEVELS: 3
FEATURES: ....continues
CONTACT:............Acclaim
(071) 3445000

PROVIEW

MARK ■■■■□
Great, but if you already own the MD game, there's no point getting this.

PHIL ■■■■■
If you want a perfect coin-op conversion, look no further.

CHRIS ■■■■□
Acclaim do the business yet again. Excellent in all respects.

PROSCORE

GRAPHICS 95%
▲ Enhanced beyond belief in all areas. More detail and colour.
▲ Everything from the coin-op original is here.

SOUND 94%
▲ The sinister tunes are now thumpingly better than ever.
▲ The game now contains all of the arcade speech.

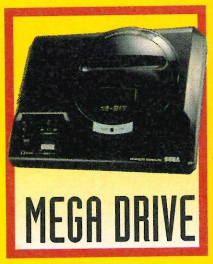
GAMEPLAY 94%
▲ Faster action to ensure thick and frantic fights.
▲ Still as playable and highly addictive as ever.

CHALLENGE 95%
▲ Even on the easiest skill level, this game is a real toughie.
▲ Let's not forget the 84 different finishing moves, folks!

95%

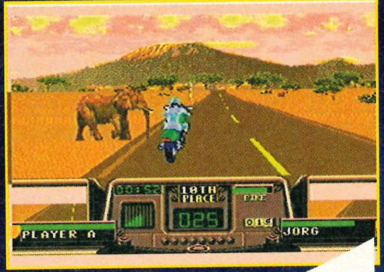
A truly arcade-perfect conversion which just can't be faulted. Undoubtedly the best slice of Kombat on any system.

REVIEW









ROAD RASH 3

So what's all this *Road Rash* lark about then? Well, the life of a Rasher (as they're known) is a short and dangerous one. Taking part in a series of illegal races around the world, this is a no-holds-barred contest where the only rule is to race on a bike. That's it. You can punch and shunt the other drivers out of the way if you wish, but keep an eye out for those pesky police! It may be a dangerous game, but the rewards are great. Wanna sign up?

As with the previous two *Road Rash* games, you view the 3-D action from just behind the bike. There are 15 riders in total in each race, and they're not exactly pleased to hear that there's a new guy on the block wanting to steal all the glory away from them.

When you first begin playing this game, it's quite easy to weave your way through the other bikes until you reach about eighth position. It's now that things start to get a bit tricky. In your rear-view mirror, you can see the other riders starting to catch up with you. What'll you do, what'll you do? Why, just clench your fist and give 'em a quick punch in the mouth to discourage them, of course! (Heh, it's even better when you have a crowbar!) Pretty soon you'll start to catch up with the front runners, and now it's your turn to attempt the overtaking.

Of course, there's always the small problem of oncoming cars zooming down the road, the police trying to 'bust' you (oo-er!) and crashing into cows to add to your problems. Oh well, it's all in a day's work for a Rasher…

There are five different tracks for you to race around, each with their own particular features (see 'All Around The World' box for more info). Qualify for each of these (ie finish within the top three) and you'll be moved onto the next level where you'll race on longer and harder versions of the tracks. There are five skill levels in all, so there's quite a challenge in here.

After you finish each race, you'll receive a certain amount of money depending on where you came. You can spend all of this hard-earned cash in a bike shop, where you can either upgrade parts of your bike, or – if you can afford it – buy a newer and more powerful machine. This injects a bit of life into an otherwise straightforward racing game, but I can't help but feel it would be so much more fun if it was cars more instead of bikes!

In terms of graphics, this could've been better. The 3-D tracks don't scroll past smoothly enough for my liking – disappointing considering this is an out-and-out racing game. Your main sprite and the other bikes are all smoothly animated, so it's not all bad news, and the background



The game-options screen in all its glory. From here you can choose all manner of options. Cor!

Protip

REMEMBER TO HIT ALL THE DRIVERS THAT ATTEMPT TO OVERTAKE YOU. ALTERNATIVELY, TRY SHUNTING THEM OFF THE ROAD INTO A SIGNPOST OR, EVEN BETTER, A CAR!

ALL AROUND THE WORLD...

Uh, please excuse my sad East 17-type title there, I won't do it again – promise! Anyway, eyes down for the various courses that you can race around in the game...



KENYA

Watch out for big game such as elephants in the road as you race across the African savannah.



BRAZIL

Sunny Brazil's sure to sort out the men from the boys.



ITALY

Threre's no time to stop for a pizza in this race. And no, you can forget about the wine as well!



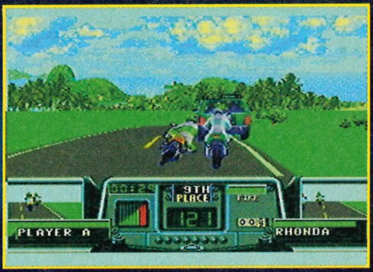
GERMANY

It's full throttle ahoy for this high-speed dash down the Bavarian Autobahn with no speed limits at all!



UNITED KINGDOM

The Isle of Man is where it's at for the UK – the only course where everyone drives on the RIGHT side of the road!







Well, this certainly makes a change from the wet and windy weather of the Isle of Man!

Nah, I'm afraid it's just not the same without any cars to race around in.



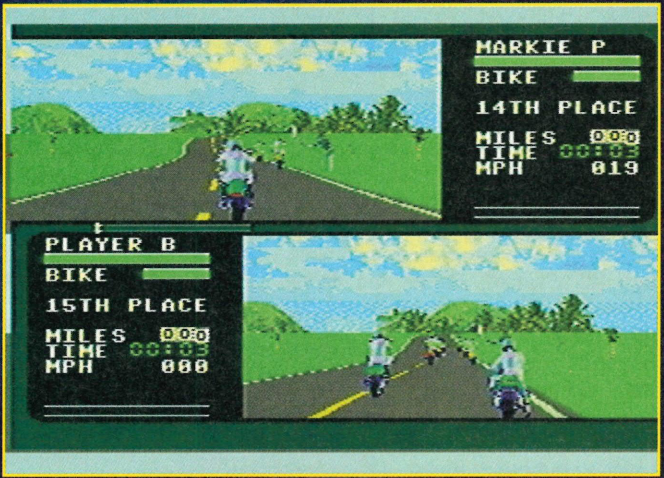
Your bike becomes more difficult to control, the faster you go. Yipes!



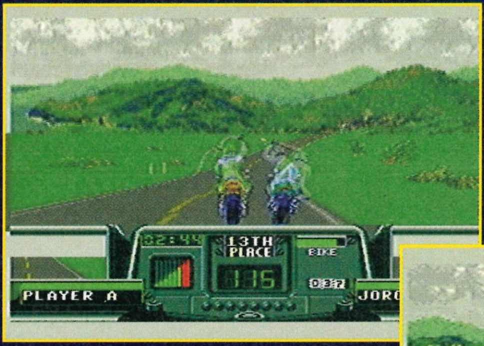
Yikes! An oncoming car – it's moments like this when I wish I'd taken out life insurance.



At the end of each race you'll be treated to, ahem, a helpful piece of advice from one of your rivals.



The split-screen two-player mode is where it's at if you want to race your buddy to hell and back (or something).



The good thing about this game when compared to its main competitors is the fact that you can punch your opponent in the face. Ha, ha!



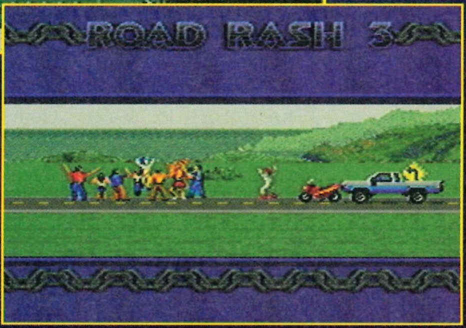
Watch out, there's a sneaky rider trying to overtake you!

scenery for the various tracks is all beautifully drawn.

The tunes in the game are all very rock 'n' roll. If you close your eyes, you could almost be forgiven for thinking that AC/DC were playing a concert in your front room. Well, at least you would if the Mega Drive had some decent sound chips to its name, but as it stands it just sounds like white-noise city gone wrong. Not good at all, but at least an attempt was made.

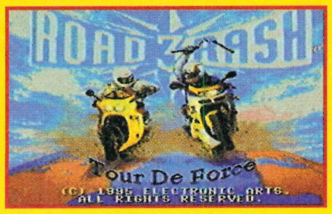
This is a bit of a strange review to write really, because to all intents and purposes, this is just a revamped version of *Road Rash 1* & *2*. Playing the game isn't a different experience; you're still doing the same old thing. Don't get me wrong, it's a good game, but what do you do when it's almost identical to its two predecessors? Tell the world to just forget it and buy one of the older games at a far cheaper price? Declare to all and sundry that EA are blatantly taking the great British public for a ride? Hmmm, let me put it like this: if you want to fork out £45 quid for a rehash of a three-year-old game, then that's totally up to you! Me? I'm saving my pennies, mate!

Mark "Speed Demon" Pilkington SP



The after-race screen is a barrel of laughs, and no mistake. It's just a shame that it was in *Road Rash II* as well.

EA
£44.99
OUT: NOW



CART SIZE: 16Mbit
PLAYERS: 2
STAGES: 5
SKILL LEVELS: 5
FEATURES: battery backup
CONTACT: Electronic Arts (0753) 549442

PROVIEW

PHIL ■■■□□
I was never a big *Road Rash* fan, and this isn't a drastic improvement.

RYAN ■■■■□
Not that different to the previous games, but still the best bike racer.

CHRIS ■■■■□
It could've been a bit faster. Otherwise an enjoyable enough ride.

PROSCORE

GRAPHICS 75%
▲ The background scenery is quite well drawn, and subtly coloured.
▼ The 3-D action suffers from jerkiness at times. Tut tut.

SOUND 77%
▲ There's nothing wrong with the FX, especially the bike roars!
▼ The in-game music sucks – it ain't Ugly Kid Joe, that's for sure!

GAMEPLAY 86%
▲ It's good fun racing around the Isle of Man at 127 mph!
▼ The gameplay hasn't changed much since the original *Road Rash*.

CHALLENGE 85%
▲ You'll have to put in a lot of playing time to complete this one.
▼ You may get bored of the same old racing action before that.

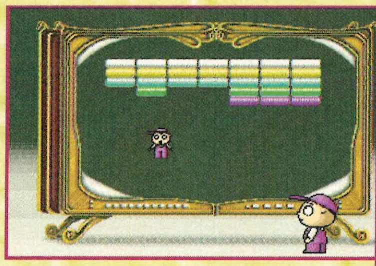
82%

Good, but not that different from its predecessors. Isn't it about time EA brought out something original for a change?!

REVIEW



MEGA-CD



The boy with no name finds himself trapped inside a classic *Breakout* game – hope he remembered his paracetamol!

Roll over Beethoven... it's horrible!



PANIC

Danger! Danger! A mysterious virus has infected the Internet and will soon render every computer in the world completely useless. And you know what that means – no more video games! Aaarrgh! Call the police, the paramedics, the SAS, the girl guides (?!!), or alternatively, just send in a boy and his dog to sort the problem. Leave your sanity by the door and enter into the weird and wonderful world of *Panic!*

I've only been with SEGAPRO a few weeks and already I feel myself losing my grip, and slipping into complete and utter madness. But I suppose that could have something to do with prolonged playing of Data East's tripped-out psychedelic jaunt through life, the universe and everything. Originally released in Japan well over a year ago (as *Switch*), *Panic!* has finally been converted into English, but after only a few goes I began to wish they hadn't bothered at all.

Basically, what this game consists of is pushing buttons – that's it! The boy/dog duo just roam, or are teleported from one spaced-out scene to another, pushing buttons, and then laughing, crying, or hurling at the sequences that unfold as a result of your button choice. There's no gameplay as such; it's really just a picture show to sit back and watch.

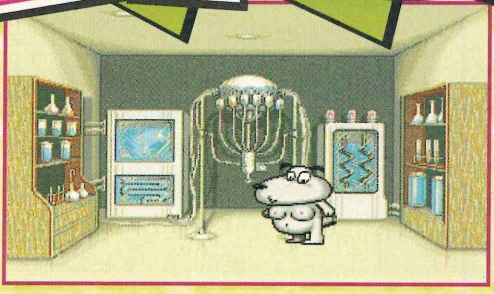
Despite the limitations and childish theme, the humour is very adult orientated, in a similar vein to Monty Python – and some of the scenes are bloody hilarious. The trouble is, once you've seen them once, or maybe twice, they lose their appeal. This means the game's life span is severely limited.

Panic! is best played after the pub on the Friday night, when you and a bunch of easily amused mates will bust blood vessels giggling insanely to dogs growing lady lumps, boys using intestines as parachutes, huge limbs, cows, hippos and whales crashing down from the skies, the Mona Lisa hideously transforming into a werewolf, and major cities being reduced to rubble. The game also parodies famous films such as Terminator, Alien, and The Thing, all of which are hilarious first time round, but would barely raise a ripple after that.

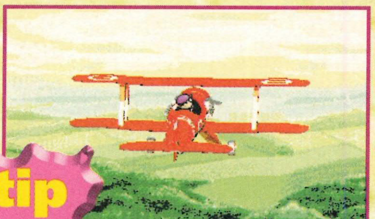
The graphics range from childishly simple, to slightly prettier stuff. Being a CD, the sound is certainly good, with jolly tunes and oodles of riotous speech dotted around for your enjoyment.

No doubt *Panic!* looked great on paper but it just doesn't work as a game. It possesses bugger all gameplay and has the life span of a dead kipper! I guarantee you'll split your sides and then forget about this game for ever.

Ryan "Hang the DJ" Butt



The dog with no name prepares for his walk-on part in Baywatch.



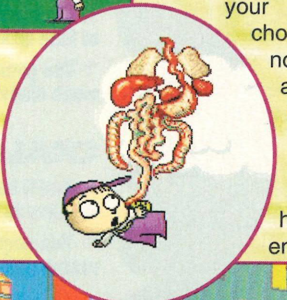
No this isn't a fancy Mode 7 flying section, just a picture of a plane spinning round.

Protip

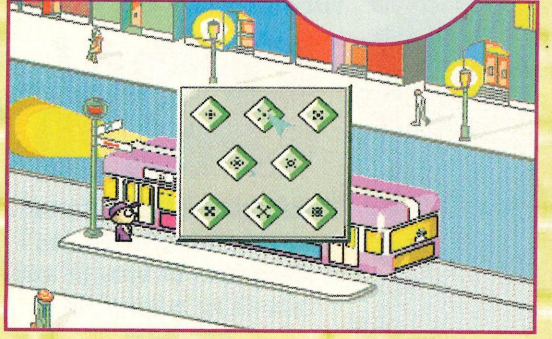
ON THE MONA LISA STAGE, LEAVE THE MIDDLE-LIP BUTTON UNTIL LAST. THIS IS THE BUTTON THAT WILL TRANSPORT YOU, BUT THE OTHERS DO RIP-CRACKING THINGS. YOU HAVE BEEN WARNED!



I'm forever blowing bubbles, busty bubbles in the air!



Uurgh! You fool, I said pull the rip-cord, not the rib-cord – duh!



This is the action shot, folks: he looks, he reaches out, he... he pushes the button. Amazing stuff, let's have a replay!

DATA EAST
£49.99
OUT: NOW



CD ACCESS: ....medium
PLAYERS: 1
STAGES: 100
SKILL LEVELS: ....n/a
FEATURES: ....save game
CONTACT:.......Video Game Centre (0202) 527314

PROview

MARK
Although this had me in fits of laughter, it's a complete waste of money.

PHIL
Totally crazy humour, but you'd be barking mad to pay out 50 quid for it.

CHRIS
Utterly pointless. There's just no gameplay at all!

PROscore

GRAPHICS 51%
▲ Some of the animated scenes are highly detailed...
▼ ...but most lack artistic flair! Some are very crude.

SOUND 69%
▲ Great speech and nice tunes aid the wacky atmosphere.
▼ Some of it is real dross though: programmers making silly noises!

GAMEPLAY 24%
▲ The Pythonesque scenes are quite funny the first time round.
▼ In all honesty though, there is no gameplay to speak of!

CHALLENGE 31%
▼ How hard can pushing buttons be? Just do it at random.
▼ Hardly stuff you'd need Sega XS to solve! You'll soon see it all.

42%

A novelty product, like Carol-singing boxer shorts, that you'd only drag out once a year... if you're lucky!

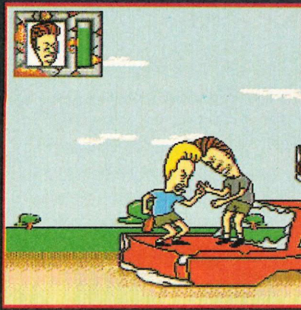
REVIEW



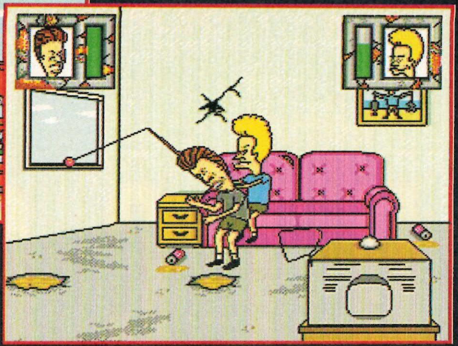
MEGA DRIVE

BEAVIS AND BUTT-HEAD

Death Rock concerts are cool... but not if you've just frittered away your life savings on tickets – only to have next door's pesky pooch chew 'em-up, barf 'em-out, and then watch in terror as your neighbour gives 'em a thorough going over with his mower and scatters the mutilated shreds of paper all over town. This is the fate that befell America's premier brain-dead couch potatoes, Beavis and Butt-Head, and you must help them retrieve the pieces... or the concert is history, dude.



The dead-heads from hell go into their famous head-banging routine if left alone.



Bored? Nothing on the telly? Need excitement? Then why not try a spot of couch fishing?

You control the duo of hapless wasters as they traipse around trying to locate the missing parts of their beloved GWAR tickets. The idea is to collect everyday objects that lay scattered around and use them in an off-beat manner to either get other more useful objects, or even better, to lead you straight to a missing scrap of ticket.

The action is laid out in a very bizarre fashion – the main level is the beat-up house where the two gormless goons reside. The other locations (a mall, street, fast-food joint, school, drive-in, and the GWAR concert itself) are reached by surfing the channels on the TV set.

Featured amidst the action are a whole host of characters from the show including sadistic PE teacher, Buzz-Cut, Van Driessen the hippie, Mr Anderson, and that snotty little kid who is the constant butt of Beavis and Butt-Head's toilet humour. The name of the game is interaction: do something unscrupulous to peeve them off and you can almost guarantee that you'll be one step closer to getting your concert tickets back.

The TV show is a unique style that you either love or hate, and the same thing applies to this game. The graphics would be horrendously bad if they weren't perfect recreations of the show's visual appearance – everything is here... the manic head-banging, sick humour (dead rat in batter anyone?), and even the famous couch-fishing sequence plays a vital part.

The ultimate in crassness has to go to Beavis and Butt-Head's methods of attack, though: Beavis burps a cloud of green vapour, and Butt-Head bends over and guffs a torrent of putrid methane!

The crude simplicity gives the game a very childish appearance, but to play it is actually very challenging and requires a great deal of thought to solve the various puzzles. The thing that stands out the most is the sound – it's fabbo! The tunes are good, the effects are better, but the speech is absolutely top-notch.

If you're a fan then this game deserves a look purely for the curiosity factor, but if not then you'll loathe it to death... fart-knocker! Huh, huh, huh.

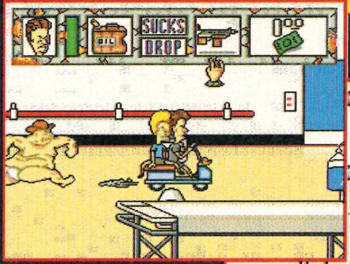
Ryan Butt "Head" SP

Protip

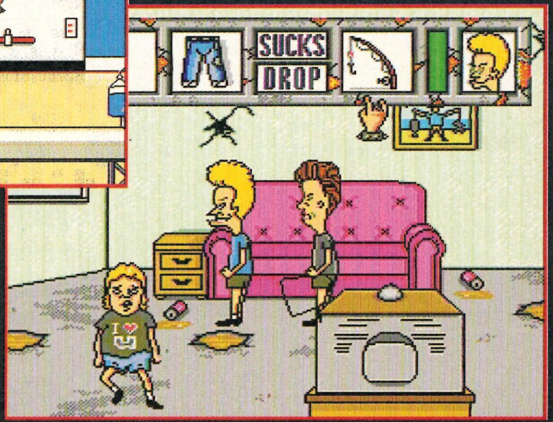
GET THE OIL FROM THE SHOP IN THE MALL, THEN TAKE IT TO THE SCOOTER AT THE HOSPITAL. A FRANTIC CHASE WILL FOLLOW, BUT IF DONE SUCCESSFULLY YOU'LL BLAG YOUR FIRST SCRAP OF TICKET – COOL!



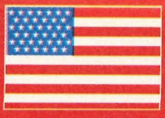
Beavis merrily goes about causing wanton acts of unadulterated vandalism with a chain saw.



Beavis and Butt-Head go joyriding through the local hospital wards.



Aha! A prize catch. With his trusty rod, Beavis hauls the annoying kid through the window.



VIACOM MEWMEDIA
£44.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 2
STAGES: ....n/a
SKILL LEVELS: 1
FEATURES: ....password
CONTACT: ....Video Game Centre (0202) 527314

PROVIEW

PHIL
More to it than the tragic GG game, but I still reckon it sucks.

MARK
If you like the TV show, you'll love this. Very funny with okay playability.

CHRIS
Not as bad as I'd feared, but I wouldn't want to play it for long.

PROSCORE

GRAPHICS 65%
▲ Looks almost identical to the TV cartoon show...
▼ ... but even so, this certainly ain't no looker! Crude animation.

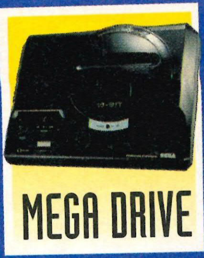
SOUND 80%
▲ Good tunes and highly appropriate sound effects.
▲ Brilliant speech that sounds like the dead-beats in person!

GAMEPLAY 59%
▲ Fun to play at first, solving the puzzles is especially satisfying.
▼ You soon tire of traipsing around the same locations time and time again.

CHALLENGE 61%
▲ Even for experienced gamesplayers, this is pretty damn tough.
▼ Complete it once, though, and the novelty is gone for ever.

60%

This game rules, dude! Er... huh, huh, but not for long. After a while it stinks as sour as one of Butt-Head's evil farts!



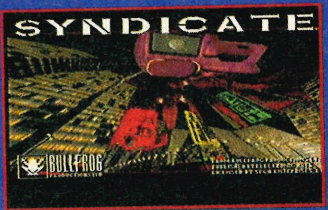
REVIEW



The intro is almost identical to the Amiga's. The only problem is that after the third time you'll get bored to death of seeing it.

SYNDICATE

EA
£44.99
OUT: NOW

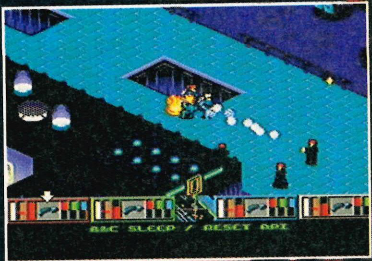


CART SIZE:............16Mbit
PLAYERS: 2
STAGES: 50
SKILL LEVELS: ....none
FEATURES: ....passwords
CONTACT: ....Electronic Arts
(0753) 549442

With a name like *Syndicate*, I'm expecting some kind of National Lottery simulator. In fact, I can picture it now. You play a compulsive gambler whose job it is to gather a group of people together, choose which numbers to pick and how much to pay out each week. You win when you manage to hit the jackpot, and you lose when, erm, you don't have any money left. What a cracking game that would make!



You can either move your agents around individually or as a group. Thinking about it, it's bit like *Cannon Fodder*...



As a group, your team is almost unbeatable. Well, until you get shot, that is.



Each cyborg assassin has an armoury of weapons to kill people with, but make sure you don't run out of ammo!

Oh dear. Something's not quite right here. Apparently, this game has nothing whatsoever to do with the National Lottery – far from it, in fact. You play the role of a power-mad organised criminal who's trying to gain world domination by assassinating the various leaders of rival crime syndicates. Of course, you can't actually be seen doing this yourself – I mean, you'd be arrested, wouldn't you? – so instead you leave that grisly job to cybernetic assassins, using a variety of weapons ranging from Uzis to flame-throwers and rocket launchers.

You control these cyborgs with the use of a chip inserted inside their necks. Each agent has three basic stats: Adrenaline, Perception and Intelligence. By injecting drugs to alter their levels, you can change just how your lackey will behave during the mission. Pump up the drug levels to maximum and he starts spraying gunfire at anything that moves. But don't overdo it or your agent will become a junkie, requiring ever higher doses just to act normally!

PROTIP

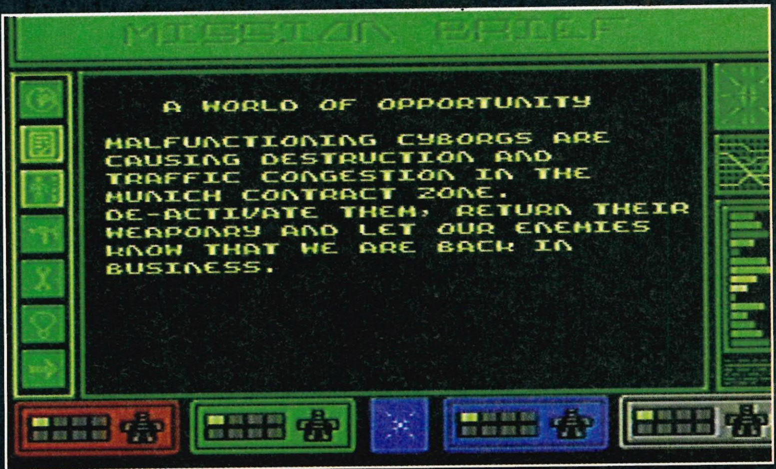
REMEMBER TO ALWAYS STICK YOUR CYBORGS INTO THE GROUP MODE, AND THEN HIT THE PANIC MODE AT THE BEGINNING OF THE LEVEL TO CLEAR THE AREA OF ANY ENEMY AGENTS.

If you've every played *Populous*, *Powermonger* or *Battletech*, you will feel right at home here. Like these other titles *Syndicate* uses a slanted isometric 3-D viewpoint to portray the action. And what action it is...

Controlling your team of assassins in each mission, it's your job to kill, blow apart and generally maim as many people as you can while you attempt to complete your objective – which could be an assassination, kidnapping or stealing a secret weapon. Between missions, you can upgrade your cyborgs with better body parts and weapons.

The only problem is, *Syndicate* isn't much fun. Oh sure, the graphics and sound don't disappoint, but the actual game itself is a dog and a half to play. The controls are just too fiddly for their own good – thanks, in part, to the fact that the original computer version was mouse-controlled. This isn't the first time that a conversion like this has failed, but until a decent control method is invented, it doesn't look like this will be the last.

Mark "Assassin" Pilkington SP



Before each mission, you get a full briefing. Quite important really, as it tells you what you have to do.

PROVIEW

PHIL
I loved the Amiga original, but this conversion is disappointing.

RYAN
Lots of missions, but the fiddly controls spoil the action somewhat.

CHRIS
Blocky graphics and a lack of blood spoil this dubious conversion.

PROSCORE

GRAPHICS 62%
▲ Lots of dead bodies and stuff like that when you kill anyone!
▼ Too blocky, especially when compared to the original Amiga version.

SOUND 79%
▲ The sound effects in the game are great – especially the gunfire!
▲ The tunes certainly build up a menacing futuristic atmosphere.

GAMEPLAY 70%
▲ Quite good fun at first as you go around killing everyone.
▼ The controls are just too fiddly – blame the lack of a mouse for that.

CHALLENGE 65%
▲ 50 stages? Blimey, I doubt I'll have this one completed before tea-time!
▼ You'll shelve this one after the third mission, if you survive that long!

67%

The fiddly combat action doesn't live up to the game's strong tactical aspect. A disappointing computer conversion.

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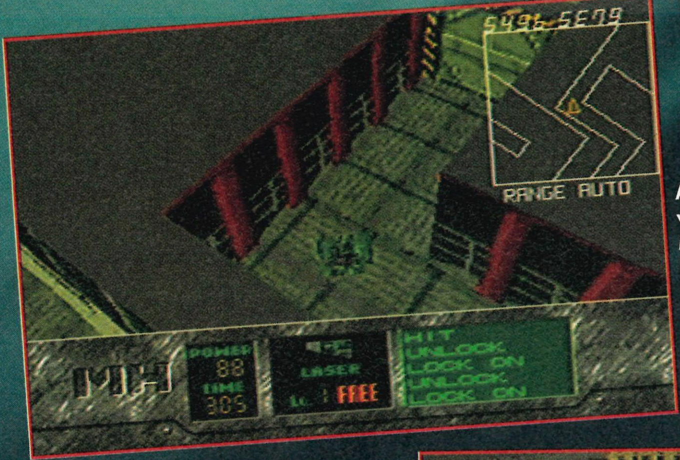
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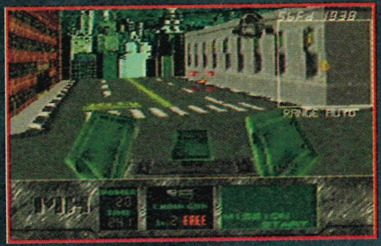
REVIEW



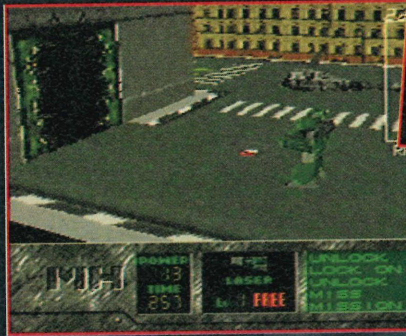
MEGA-32X

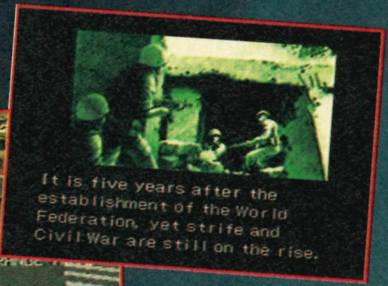


An overhead view of Metal Head busting inside the secret base. Objective: blow the generators.



Metal Head storms down the street. This is one of the four camera angles – the 'behind the shoulder' view.





You have been successful in escorting the chopper to the entrance of the secret base. Now watch the bust sequence from a side view.

Since the establishment of a new World Federation, civil unrest and conflict has flared up. To combat this, the Federation police have created a powerful robot called Metal Head. The band of terrorists infiltrating the Capital lead a revolution and soon take over the whole country. The only hope the Federation has of restoring order is to let lots of Metal Heads loose. You pilot one of these mechanical monsters around city streets, demolishing other robotic enemies. Haven Dubrul, associate director of 32X development, claims this is 'the first game of its kind for the 32X". He goes on to say it "pushes the 32X to the extreme to really show what the system can do". But can the gameplay possibly live up to the impressive 3-D graphics?

Imagine our world in 1,000 years' time. Words such as 'mechanisation' certainly spring to mind. Huge robots made with the toughest of metals, storming the streets of a concrete jungle, a labyrinthine grid of New York-type streets, is a prediction that can't be dismissed.

Metal Head puts us in the thick of such a battle by showing off digitised graphics and textured polygons on the 32X. Four adjustable points of view are also thrown in. Look from the cockpit, behind the shoulder, from the eye of a worm, or from overhead to get the very best action shots of these huge machines at war.

There are six missions comprising 20 stages in total. Apart from the routine job of blowing practically every ground and air enemy to bits, you must carry out mission objectives. Take a cheeky snapshot of the base, demolish the enemy vehicle depot, blow up a nuclear reactor... there's plenty to keep you amused.

I stormed the capital on Mission 1 with my earphones on because the stereo sounds are superb. Hear the missiles scream from ear to ear and the destroyed enemy smash to the ground in an explosive atmosphere so thick you could almost cut it with a knife.

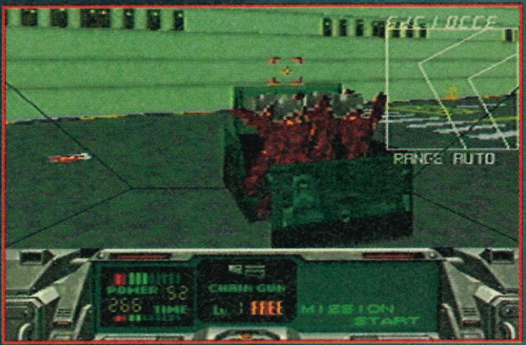
And there's heated tension as bombers help you out, only for you to find yourself caught on the straight street with those very bombs pounding the tarmac around you. Escapes must be quick, your awareness always needs to be sharp.

I enjoyed the drama of targeting enemies and unleashing my powerful arsenal of chainguns, cannons and mighty heat-seeking missiles. Finish the stage and your points total is turned into credits. These allow you to purchase and load new weapons onto your Metal Head's left and right arms. Grenades and mines are cheaper ammunition that also



This enemy is cornered – there's no escape. The yellow cursor is positioned, now unleash that cannon fire.

METAL HEAD



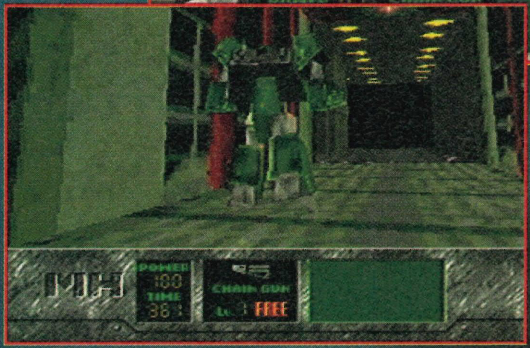
There's nothing more satisfying than chasing a trick around the block a few times before blowing it to bits!

No, not a truck in midair but a truck that about to break into pieces from a direct hit. These dramatics run in slow motion, like in the movies.





Here's a screenshot I'm very proud of – captured at the moment when the whole city lights up with the yellow glow from explosions.



On the demo screen you'll see Metal Head stomping through a section of the base. He's on the war path.

serve their purpose.

Tactical skills play a important role. Later missions may require a laser weapon for taking out enemy robots similar in size and shape to yourself. Using the corners of streets for cover whilst popping out to unleash your sharpest quickest shots is also a great tactical ploy. The radar helps to pinpoint bad guys, but be careful. Continues are soon used up as your energy diminishes. When it's low the radar breaks up to leave you guessing where the last few enemies and objectives are located in the maze-like capital.

Metal Head certainly offers a new dimension in 3-D gaming. The perspective works very well, even if the city buildings are streaked with dull colours to send your head spinning in the pandemonium. Sprites appear a little blocky, but the views rotate and scale effectively, and the action is relentless. Never a dull moment.

The only moan I have is the fact that one mission is much the same as the next. Enemies and bosses differ, but the same streets and passages crop up again and again. You don't even get to bust the base yourself – the escorted chopper sees to it in an action sequence you simply watch.

Nevertheless this is one of the better 32X titles, offering *Doom*-style suspense and drama. If you're looking for a 3-D war blitz with a *Die Hard* kind of city atmosphere, then give this a try. It's not bad.

Mark "Robotroop" Hill

Protip

Save your limited supplies of powerful heat-seeking weapons for the bosses. Get the hard targeting work done first on the smaller enemies with chain guns etc.



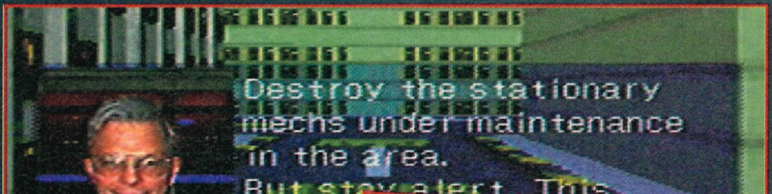
On the chopper escort mission you can use the overhead view for a better look. There it is.

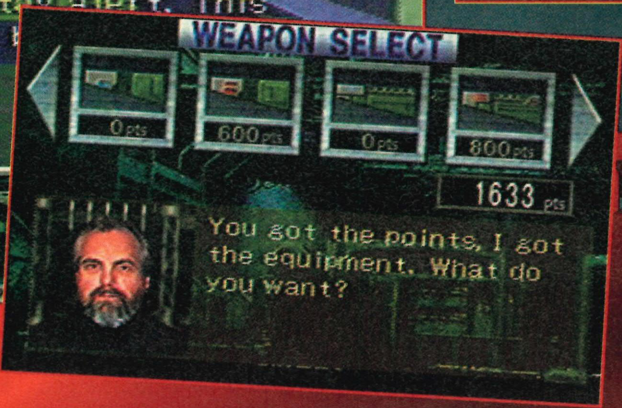


The yellow cross indicates you've locked on to the enemy. One heat-seeker will be ample to see off this rookie.



Points are crucial in this game because the more you win, the more credits





On the briefing screen you'll see almost perfect photo-faces of the commander giving orders.

SEGA
£59.99
OUT: MAR



CART SIZE: 24Mbit
PLAYERS: 1
STAGES: ....6 missions
SKILL LEVELS: 3
FEATURES: ....continues
CONTACT:.................Sega
(071) 3733000

PROVIEW

PHIL ■■■□□
Not bad blasting gameplay, but there could have been a bit more variety.

MARK P ■■■■□
In many ways, this reminds me of Doom. Nice 3-D graphics too.

CHRIS ■■■■□
If it's action you want, and lots of it, this game is definitely worth a look.

PROSCORE

GRAPHICS 84%
▲ The superb scaling techniques offer a unique feeling of drama.
▼ Like *Cosmic Carnage*, the sprites look very blocky close up.

SOUND 89%
▲ Blistering stereo sounds that thunder from ear to ear.
▲ All the missions are read out by clear sampled speech.

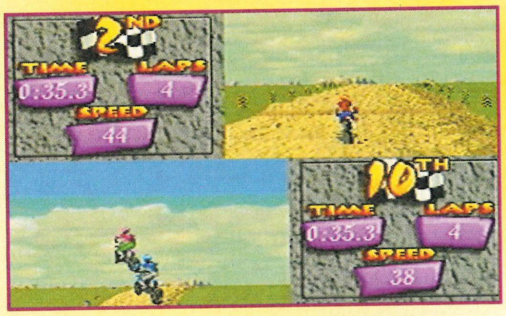
GAMEPLAY 80%
▲ Busy screens bursting with convincing action sequences.
▼ Missions could be more varied – rather than just firing weapons.

CHALLENGE 78%
▲ Not one for the softies. You need to be quick and agile for later missions.
▼ The challenge is lacking bonus features and more diverse levels.

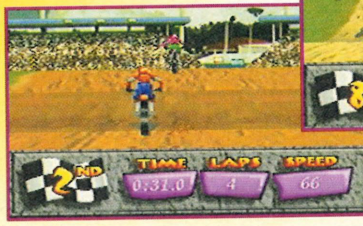
80%

A storming 32X title with real guts and playability. Difficult to see if there's enough here to justify its high price tag, though.





Even more two-player fun. Hurrah!





When you jump a bump (so to speak), pull back on the D-pad for a decent landing.

MOTOCRO
Champions

Usually confined to a late night spot on satellite TV's Super-Euro-Cheapie sports channels, motocross bike racing is a minority interest if there ever was one. Then again, it's probably quite good fun to do. Hang on, an idea has just popped up in my head: what if someone made a computer game based around it? It'd sell millions! Oh look, here's Sega's new 32X racer...

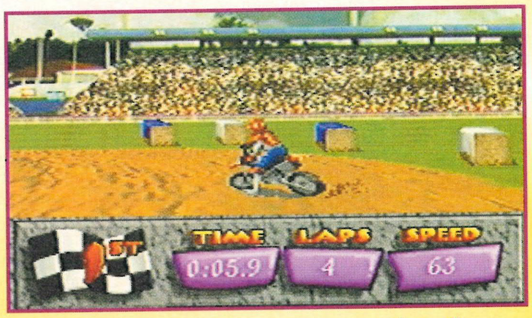
Making full use of the 32X's graphics scaling abilities, this scrambler sim gives you the chance to bump 'n' grind with the best in the world. You view the action from just behind your bike, and the track and bikes are depicted entirely in scaled 3-D. This is what *Road Rash* on the Mega Drive should've looked like, and what *GP Rider* on the Game Gear never was!

Graphically, it's quite a unique experience playing this game, but remember the graphics are only a third of the story. We've got the sound and playability to look at yet before we get the full picture of the game. So get your hearing aids on, because the next stop might be a bit noisy...

Fans of speed-metal are well catered for here, as (quite appropriately) the music in the game is heavy, fast guitar stuff. This is fine, but the problems begin when you realise just how repetitive each tune is – it's just the same old riff again and again. Not the best of things to listen to when you have a headache, I can tell ya!

Making use of the 32X's sound chips, this game has a fair smattering of speech samples and sound effects. There's a satisfying bike engine noise to get you into that racing mood, as well as thwacks and skidding noises to give the atmosphere a bit of bite. The speech samples include "One, Two, Threeeee!" at the start of the race, "Hey!" when your rider gets challenged by another bike and "sssscccckkkkhhhh-hhh!" which is supposed to pass as the roar of the crowd whenever you pass another competitor. But you can't have everything perfect, can you? The soundtrack's a job done well, all things considered.

It's not all good news, though. There seems to be a basic fault with the gameplay here: it's just too easy! You're supposed to move the D-pad up to jump way up over the many hills, and down to accelerate faster on the flat. However, just by pulling back on the pad and holding down the throttle button, you should be able to win every race. This rule



When you skid around the corner, your rider will put his foot to the floor – just like in real life!

Protip

SIMPLY HOLD DOWN BUTTON B, PULL DOWN ON THE D-PAD, STEER ROUND THE TRACK AND YOU'LL START TO WIN ALL THE RACES YOU COMPETE IN. TAA-RAAAAA! – NOW THAT'S MAGIC!



You're just about to slide in the mud, a sure way of falling off the bike.

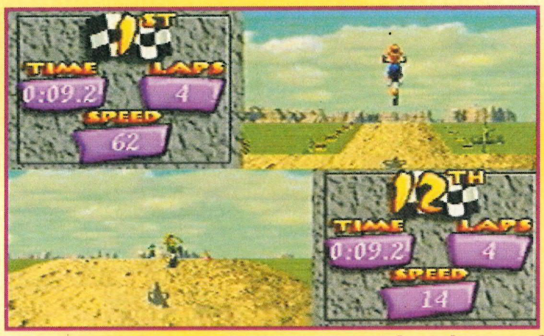


A rare event – you've just lost a race!

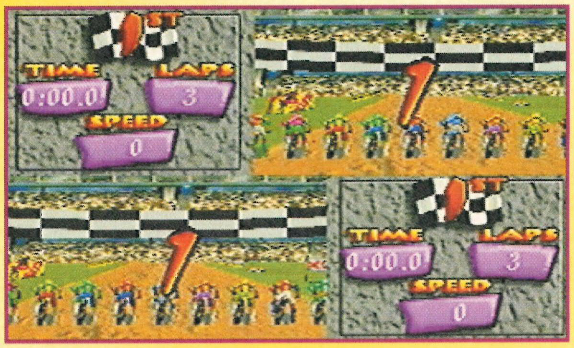
DREAM MACHINES

There are three types of bike to ride, each with a different engine capacity and performance. Check 'em out!

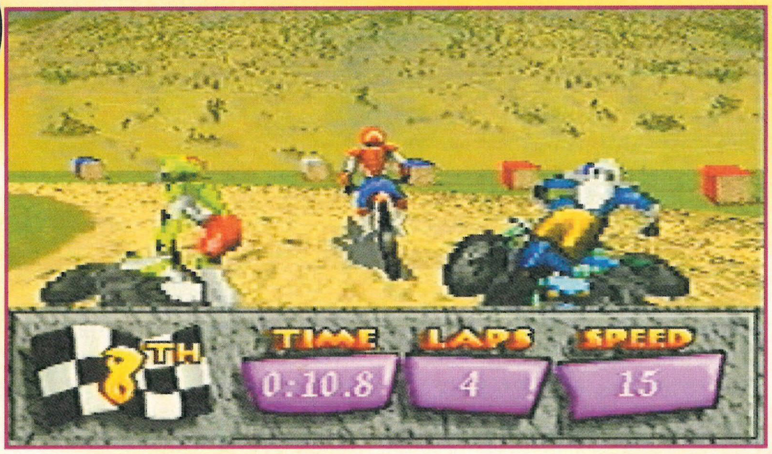
SS hip



The split-screen two-player mode is fun for a few minutes, but not something you'll keep coming back to.



Right at the start of the race in the two-player mode. Now's the time to disconnect your mate's joypad...

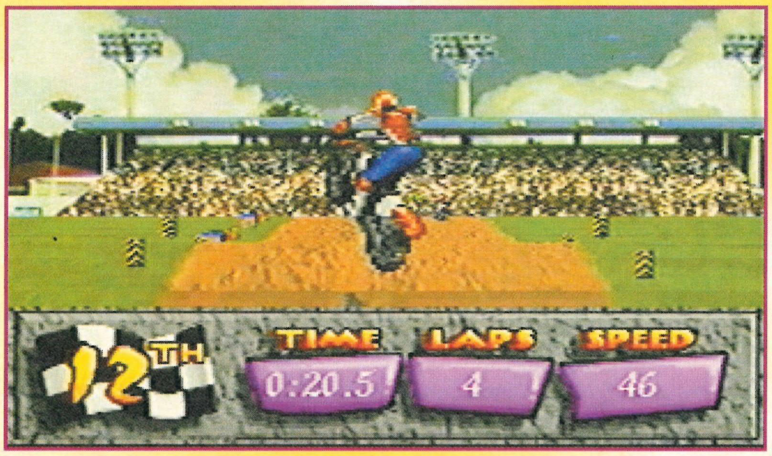


Right at the start of the race in the one-player mode.



Here, I'm overtaking two bikes. This could be you if you bought the game!

"Jump! Jump! Jump! Jump!" ...as the House Of Pain would no doubt sing.



applies with the harder difficulty levels as well, creating a bit of a problem in the lastability stakes.

The game's spiced up a little by the ability to punch the other drivers who try to get past you (as in *Road Rash*). but you'll find you hardly ever have to do this. Another gameplay niggle to add the list. There's also a split-screen two-player mode to try out with a mate, but if I was you then I wouldn't even bother – it's hard to see where you're going with such a small view. The full-screen solo mode is far superior.

As it stands, this is a fine little game for a few goes on, but thanks to the difficulty level (or lack of it) you can't justify spending money on this. Easy games have always been the bugbear of the Sega systems, and this continues the tradition.

Mark "Not The Barrier!" Pilkington



125CC
The bog-standard bike you start off with. Win a few races and you can save up for a better machine.

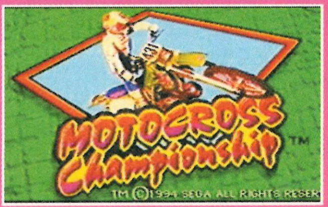


250CC
Better acceleration and speed than the basic bike, this should help you win on the later tracks.



SUPERBIKE
The ultimate silver dream machine, this is the sort of thing David Essex would ride!

SEGA
£44.99
OUT: MAR



CART SIZE:............16Mbit
PLAYERS: 2
STAGES: 12
SKILL LEVELS: 3
FEATURES: ....passwords
CONTACT:.................Sega
(071) 3733000

PROVIEW

PHIL ■■■□□
A nice idea to do this type of bike racing, but it doesn't quite come off.

RYAN ■■■□□
Not quite as polished as I'd expected, it's also a bit too easy.

CHRIS ■■■□□
The lack of challenge spoils an otherwise playable racer.

PROSCORE

GRAPHICS 84%
▲ Mode 7 eat yer heart out! These graphics beat anything on the SNES.
▼ Annoying that the screen scrolls away from the rider after jumping.

SOUND 74%
▲ The sound effects are really meaty stuff. Nice one.
▼ The guitar-based music is too repetitive for its own good.

GAMEPLAY 80%
▲ Instantly playable. Just put finger on throttle and you're off!
▼ You don't really need to punch in any of the races.

CHALLENGE 68%
▲ 12 varied tracks, giving you plenty to play around with.
▼ Even easier than crashing a car, if you ask me!

74%

A very playable bike game, let down by a few niggles, one of which is the lack of difficulty. They should have called it 'Easy Rider'!

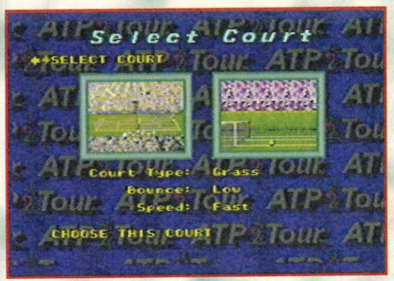


ATP TOUR CHAMPIONSHIP T

Stefan Edberg, Pete Sampras, John McEnroe: they're all tennis players, and they're all in this latest tennis release from Sega. The question is, can it smash the opposition? Mark Pilkington slips into his best pair of Nike Air and gets ready to show the rest of the office a thing or two about hitting balls, as well as making an awful racket...



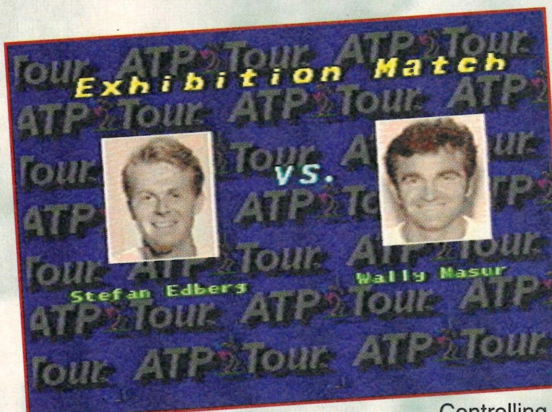
The exhibition match is probably the best mode to play in.



There are various court surfaces that you can choose from in the game.

We've all seen tennis on the telly, unless by some freak twist of broadcasting times you happen to have missed it every time you switched on the box, and the majority of gamers have even played it on the Mega Drive in one form or another. The top dogs at the moment, if you fancy a bit of over-the-net action, are *Pete Sampras Tennis* by CodeMasters and EA Sports' *IMG International Tennis*, but this latest release by Sega threatens to knock them both off the court.

Thanks to the ATP licence, 40 real tennis players of the past and present are available for you to pick or play against. Each player has a unique set of statistics, but you can also customise your own players to suit your liking. Once you've chosen a player, you can select what kind of game you want to play. This ranges from a basic exhibition match right up to the epic ATP World Tour itself.



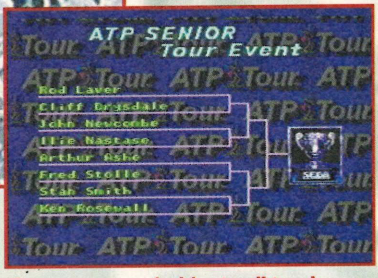
Here's the exhibition match intro screen. Isn't it lovely?

Controlling your player couldn't be easier: the D-pad moves them around the court, whilst the three buttons determine the type of shot played: lob, normal, or top-spin drive/smash. Easy-peasy stuff, and the secret to many a top-selling game. If you own a Sega Team Player adaptor, you'll be able to make use of the four-player option. The game also has battery backup for saving any customised players that you create.



The intro screen. You can just about make out my face in the crowd in the top-middle section!

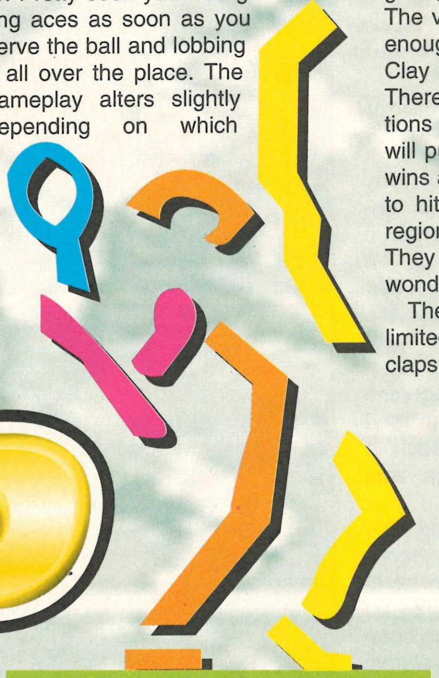
Thanks to the control method, getting into the action couldn't be easier. Pretty soon you'll be getting aces as soon as you serve the ball and lobbing it all over the place. The gameplay alters slightly depending on which court you're playing on, but they all pass the playability test in my eyes. The game's good fun against the computer, a laugh and a half against a human opponent, and addictive stuff with all four players participating in a doubles mat ch.



The tournament ladder in all its glory.

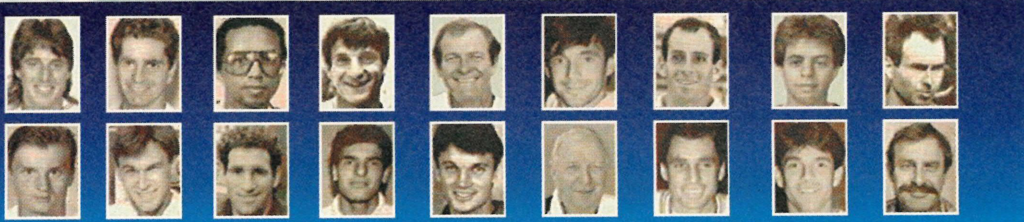
The graphics in this game aren't great, but they serve their purpose. The various surfaces are noticeable enough, with the Hard, Grass and Clay courts all looking the part. There are some great little animations included as well: your player will pump his fist in the air when he wins a game and if the ball happens to hit the poor chap in the nether regions, he'll look suitably pained! They are nice little touches that do wonders for the atmosphere.

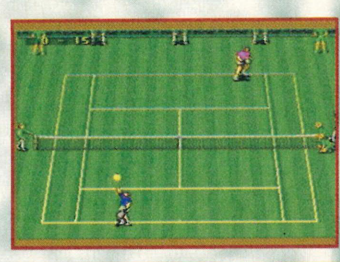
The sound effects in the game are limited to the thunk of the ball, the claps of the crowd and the odd



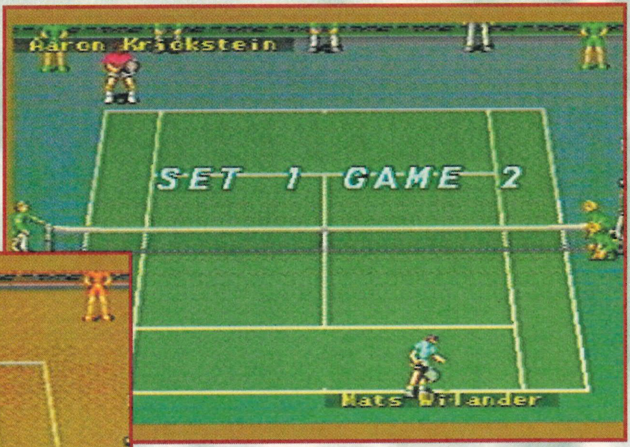
C'MON THEN, I'LL TAKE YOU ALL ON

There are 40 real players in the game, ranging from past champions to rising stars...





The service is probably the most important hit of the ball in the game.



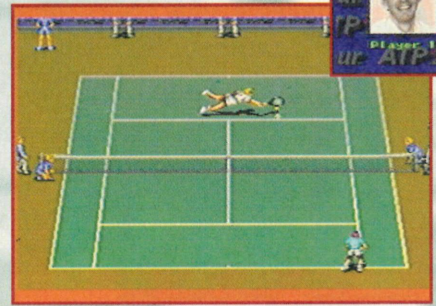
...and it's set 1, game 2. Stop taking photos, please. Stop shouting. Stop clapping. Stop breathing.



Playing on the clay court is a completely different experience to playing on grass. It hurts more when you fall over!



Some drunken fool...



Diving on the hard court, this guy's probably going to break a leg if he carries on like that.

PROtip

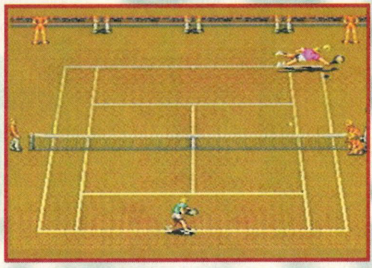
TRY TO CATCH YOUR OPPONENT OUT RIGHT FROM THE START WHEN YOU SERVE. YOU CAN OFTEN GET AN ACE IF YOU JUST PRESS TO THE FAR END OF THE COURT AND TAP BUTTON C.

piece of sampled speech which you can call up in between sets with a press of the button. These samples are oh-so-funny for the first dozen or so times, but after that it starts to grate a little. Office favourites have to be "That was on the line!" and the classic "Are you blind?".

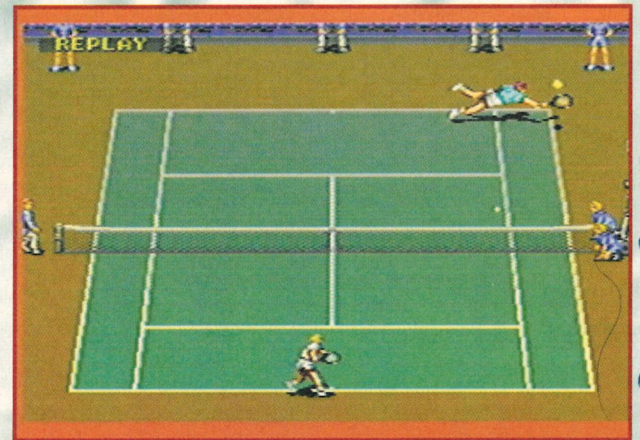
The icing on the cake is the comprehensive options screen. Here you can alter the game's speed, change the court surface, switch the ball bounce pointer on or off, and whether you want to see an automatic replay at the end of each game. Quite a selection, really, and it certainly increases the game's life span for tennis fans.

So what should you do if you already own *IMG* or *Sampras*? Should you trade in your old game and buy this one instead? Well, *Pete Sampras* still holds the crown as the best arcade tennis sim and, yep, *IMG* is still where it's at for the more serious gamer. *ATP* fits snugly in between these two classics as a kind of semi-serious-arcade-tennis-game. Its not exactly a catchy word, I know, but it describes it perfectly...

Mark "Whack those balls!" Pilkington SP

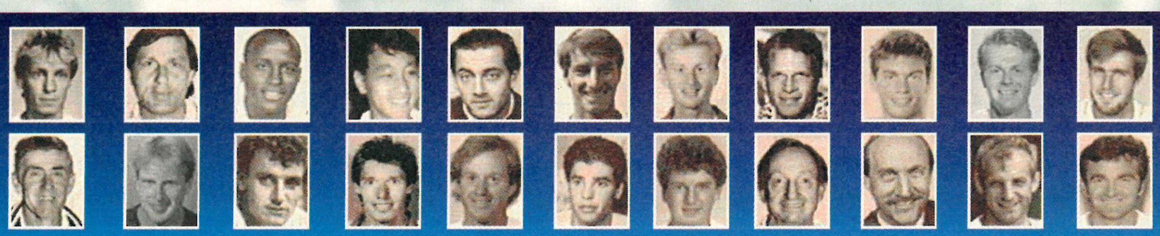


Whooah! Will he make it in time?

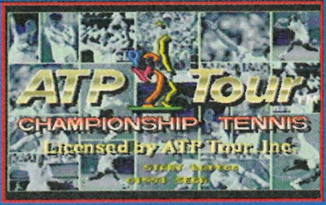


Some intense indoor court action for ya. I can just smell those sweaty trainers.

our TENNIS



SEGA
£44.99
OUT: FEB



CART SIZE: 16Mbit
PLAYERS: 4
STAGES: n/a
SKILL LEVELS: n/a
FEATURES: battery backup
CONTACT: Sega (071) 3733000

PROVIEW

PHIL ■■■■□
A realistic tennis sim – I was sweating buckets while playing it!

RYAN ■■■■□
A good game, but I wish those players would just shut up!

CHRIS ■■■■□
There's not much to choose between this and *Pete Sampras*.

PROSCORE

GRAPHICS 74%
▲ The graphics get the job done without being anything very fancy.
▼ A little bit of effort could have created a real visual stunner.

SOUND 64%
▲ The music and sound effects can't really be faulted.
▼ Those speech samples grow tiresome after a short while.

GAMEPLAY 90%
▲ Thanks to the easy controls, this game is instantly playable!
▲ The ball bounces around the court realistically enough.

CHALLENGE 85%
▲ There are options galore which all add to the game's long life span.
▲ You'll come back to the four-player doubles mode again and again.

87%

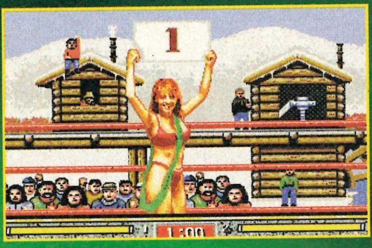
A great tennis game (and not only because it doesn't feature Andre Agassi!). Game, set and match to Sega!

REVIEW

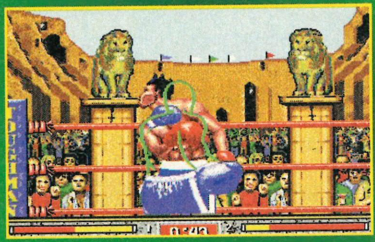


MEGA DRIVE

Ladies and gentlemen, roll up and bear witness to the most gruelling test of strength ever devised for mere mortals – The Toughman Contest, a quick-fire boxing tournament guaranteed to stretch even the 'ardest legends of the ring to breaking point. Have you got what it takes to be a contender amongst giants, or will you buckle under the strain and retreat back to the locker room blubbing into your embroidery?



As well as stadiums, there are also four different women to parade around the ring.



A devastating right hook catches your opponent unaware and by Jove, he felt that one!

The Toughman Contest is a televised boxing tournament which consists of three one-minute rounds to determine the winner. Fast, frantic, and gruelling to say the least, the short time allotted for each bout makes for a furious blur of blows that never let up for a second... and naturally, the crowd love it!

In most instances, the usual Queensbury rules apply – you know, no hitting below the belt, three falls is classed as a TKO (technical knock out), and if a contender fails to rise from the canvas after a count of ten they're history. However, one thing I did find a wee bit unusual was the way in which the count can continue after the bell has gone to signal the end of the round. This slightly buggered-up my initial tactical play of pummelling seven bells out of my opponent until I was totally exhausted, and then allowing the fired-up, punch-drunk monster in the other corner to have a bit of a go at me as the last few seconds ticked away.

There are three parts to *Toughman Contest*. Exhibition mode is a standard one- or two-player scrap in which you pick a meat-head from a 24-strong selection and go into battle. Customisable Tournament lets you set up your own mini or extensive competition. Then there's the Tough Man Contest itself where you select a continent to represent, whip the other hopefuls from that area, and then go on to brawl with the world's greatest. A password saves your progress.

Protip

THE EASIEST MOVE TO MASTER IS THE POPEYE PUNCH. WHENEVER YOU NEED THAT EXTRA BOOST, PRESS UP AND HAMMER THE B BUTTON TO LET THOSE RAPID FISTS FLOW.

Each of the motley crew of prize fighters is evaluated in four distinct areas: Power, Speed, Stamina, and Recovery. It helps if you start with a fighter who is proficient in all areas, but as you become more familiar with the game, some traits can be sacrificed as you get to grips with the extensive amount of special moves available – choose three of them for your fighter before the contest.

Toughman Contest took everyone here at SEGAPRO by surprise. Before it was slapped under our noses for review, we'd never even heard of the damn thing, which made us rather dubious about EA Sports' latest venture. The game looks very similar to *Super Punch Out!*, Nintendo's long-awaited arcade-style boxing sim. The action is viewed in an identical manner, one see-through fighter in the foreground, and the other solid one in the background. This style takes some getting used to at first as it is often hard to see if you're actually landing blows.

Like *Super Punch Out!*, the action is nonstop from the start,





An uppercut leaves the unfortunate receiver sprawled-out and defenceless.

STADIUM ROCK

The Toughman Contest is so popular, four stadiums across the globe have agreed to stage this nail-biting slugfest. Just for the record, here they are...



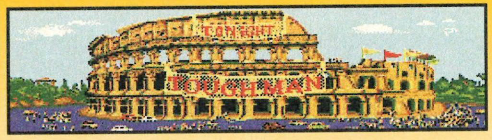
NORTHWEST MILL

Set way out there in the snowy American state of Alaska, this ring has a constant chill in the air, and plenty of skiers in the background.



LA CANTINA

The heat is unbearable in this South American nightclub. Watch your back because the natives tend to get a little rowdy.

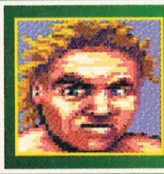


ROMAN COLOSSEUM

The best fighters in Europe battle it out in this ancient tourist attraction. But I think someone should warn the authorities about the lions!

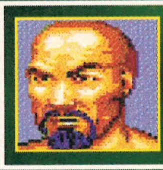
HAVEN'T I SEEN YOU SOMEWHERE BEFORE?

A few of the fighters in Toughman Contest look a little familiar, see what you think...



SYDNEY DUNDEE

There's no mistaking ex-Sex Pistol John Lydon in a dramatic career change scenario.



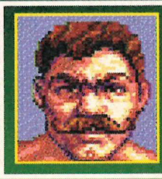
CHANG FU

Aargh, after failing to destroy the world at the hands of Flash Gordon, Ming the merciless has been brought back to crack skulls.



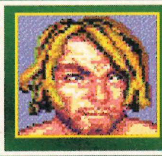
HANS FISHER

When all of his colleagues seem to be getting fired over alleged drug charges, Gladiator Warrior obviously jumped the boat early.



CHARLIE PONDEROSA

What do you do when too drunk to act? Take a leaf out of Oliver Reed's book and change you day job.



P. J. ROCK

This fighter smells like teen spirit. Yes, it's tragic Nirvana frontman Kurt Cobain back from the grave to kick ass.

which unfortunately means that very little skill is required to do the biz. I ploughed straight into the Toughman Contest and achieved a high ranking before I even realised the special moves!

The latter include head-butts, power jabs, power elbows, and super uppercuts, all of which are devilishly hard to access, and for the split second it takes to fumble around with the controls trying to pull them off, your opponent will have thwarted your attack and already laid you out cold on the canvas.

I was disappointed to notice the lack of options available (no difficulty, button configuration or suchlike), and there are only four different fighting locations which makes things pretty drab in the long run.

The sound is reasonable enough, with Rocky-esque tunes, crowd jibes and whistles, plus a plethora of hard-hitting sound effects.

However, despite being ferociously enjoyable for a while, this game soon befalls the same fate as Nintendo's effort – it's just too limited to warrant extensive play beyond a couple of weeks. If you do master the special moves (which I doubt), then that'll keep you plugging away for a while longer, but for me, this just didn't have the 'float like a butterfly, sting like a bee' appeal of *Muhammed Ali's*.

Ryan "Tough" Butt

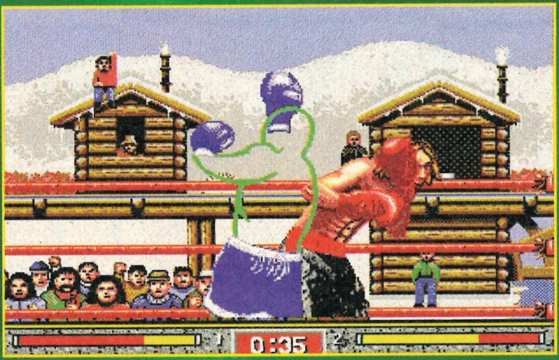


IMPERIAL PALACE

This oriental monument houses the contestants from Asia and Australia. The mystic guru on the balcony is worthy of a laugh.



Boxing is all about taking blows as well as dishing them out.

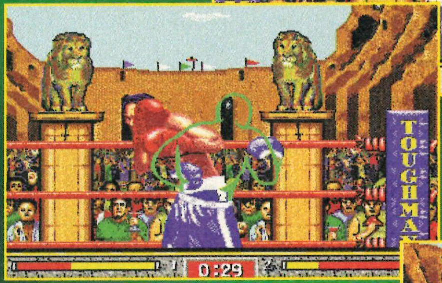


Kurt Cobain lookalike PJ Rock cowers away from your mighty fists.


THE TOUGHMAN TIMES
RIGO SUAVE
Mauls Opponent
Fans call it a "slugfest"

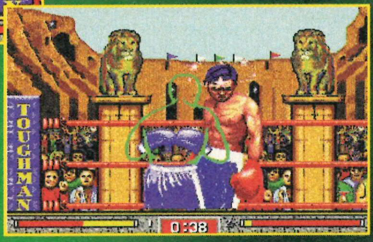


The fists of fury are flying at the Roman arena.



It'll take some speed to dodge that one.

Win a bout in the Toughman Contest and your mug will be splashed all over the tabloids.

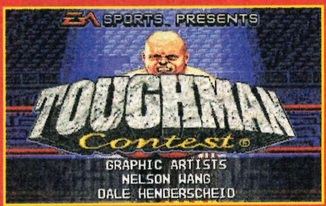


It looks as though your opponent has taken rather too many punches.



Your opponent sneaks in a super-hook. The speed-blur on the glove indicates how painful this blow is going to be!

EA SPORTS
£49.99
OUT: MAR



CART SIZE:............32Mbit
PLAYERS:....................1-2
STAGES: 24
SKILL LEVELS: ....none
FEATURES: ....passwords
CONTACT: ....Electronic Arts (0753) 549442

PROVIEW

PHIL
I really like this: you need quick thinking to block and use the right punches.

MARK
Fast and furious fighting with some neat special moves such as low blows.

CHRIS
Not a knockout, but a good boxing sim. Best played against a friend.

PROSCORE

GRAPHICS 79%
▲ Good animation on the boxers with many different punches...
▼ ... everything else is a bit basic though. Only four backdrops.

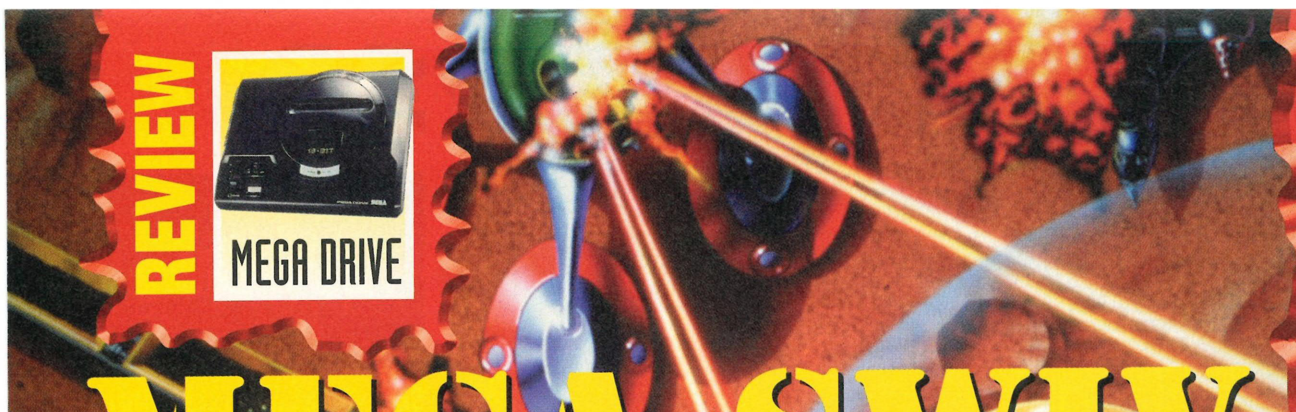
SOUND 80%
▲ Good tunes to get you into the spirit of things.
▲ With the crunching sound effects, you know when you've been walloped!

GAMEPLAY 83%
▲ Great fun to play and thoroughly addictive at first.
▼ But it does get very repetitive and limited after a while.

CHALLENGE 84%
▲ Loads of different fighters to battle against.
▲ A hefty array of interesting moves to master.

82%

A good boxing game that will keep arcade fans enthralled for a while, but die-hard boxing fanatics may be disappointed.

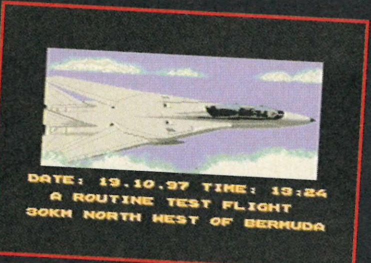


MEGA SWIV

Years ago now, there was a computer game called *Silkworm*. It was a side-scrolling shoot-'em-up where you had the choice of controlling either a helicopter or a jeep. After that came *Silkworm 2*, or *SWIV* to its mates, which took the overhead perspective and was great fun. Now it's finally made it onto the Mega Drive, but does it still shoot to kill?



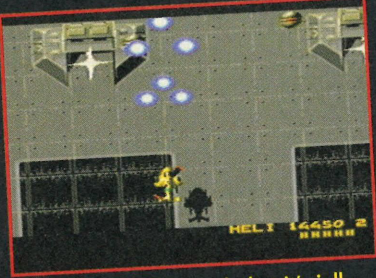
KILL! KILL! DIE! DIE! BLAM! BLAM! You're dead, sucker! ARRRGGGHHH! Why didn't I see that bullet behind me?



The intro sets the tone for the whole game.



Onto the second level now, and the action ain't slowing down.



It doesn't look like much, but it's jolly good fun to play.

Basically, I can sum this game up in one short paragraph. It's a shoot-'em-up. You have to shoot things. An idiot can play this game. It's generally good fun, though. Having said that, many gamers will find it a tad unoriginal and dated.

There, I've just reviewed the game; can I go home now? What was that? You want me to write more?!

Right, well *Mega SWIV* is either a one- or two-player game with the choice between a helicopter or a jeep to control. The helicopter is the perfect weapon, what with its ability to fly all around the screen and what-have-you, but the jeep is less mobile and requires you to drive it along the ground on each level. This means that whichever player ends up with the jeep in the two-player mode is at a distinct disadvantage when it come to keeping up with his mate. The helicopter can grab all of the power-ups as soon as they appear, whilst the jeep is kept busy enough just trying to stay alive!

Protip

STAY AT THE BOTTOM OF THE SCREEN TO PREPARE YOURSELF FOR THOSE NASTY ATTACKS. OH, AND REMEMBER TO COLLECT ALL OF THOSE POWER-UPS – YOU'LL CERTAINLY NEED 'EM!

The graphics in the game are looking a little dated now, but still manage to serve their purpose well enough. The backgrounds on the seven scrolling levels change quite dramatically – keeping the interest level high. The levels range from a jungly one to what appears to be an enemy base of some sort or other. All very nice, and nothing that I can really criticise.

The sound is... well, it's all bangs and explosions, innit? Quite good explosions at that! The tunes are your usual Mega Drive servings – and they start to grate after a few games.

In comparison to the other versions of this game, this is by far the best that I've played. This is because the Mega Drive is as tough as old nails, and then some. More enemies have been fitted onto the screen, making the action even more furious

To sum things up then, *Mega SWIV* is a fun little blaster, although I doubt you'll want to keep on coming back to it again and again. Too unoriginal for its own good.

Mark "Gun 'Em Down!" Pilkington SP



Ahhh, I lurve the smell of Napalm in the morning!

TIME WARNER
£39.99
OUT: NOW



CART SIZE:	8Mbit
PLAYERS:	2
STAGES:	7
SKILL LEVELS:	1
FEATURES:	none
CONTACT:	Time Warner Interactive (0604) 602800

PROVIEW

PHIL ■■■■□
If you fancy some good old-fashioned blasting, this is one of the best.

CHRIS ■■■□□
The best version of the game, but SWIV is looking a bit dated now.

RYAN ■■■□□
Two-player mode is best, but you'll scrap over who gets the chopper!

PROSCORE

GRAPHICS 68%
▲ Graphics which get their job done, and very little else on top of that.
▼ 1995? These graphics belong in the stone age, mate!

SOUND 52%
▲ Adequate tunes and classic arcade-style blasting effects.
▼ It all starts to grate after a while, I 'm afraid. Turn it down!

GAMEPLAY 82%
▲ An idiot can pick up and play this game! It's instantly addictive.
▲ It's difficult, but fun with it. Two-player mode is even better.

CHALLENGE 84%
▲ Once you get the hang of it, you'll soon reach the third level.
▼ A tad repetitive. You won't be playing this again and again.

79%

A good blaster for a quick five minutes, but too unoriginal for many people. Great for nostalgic shoot-'em-up fans, though!

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OI! STOP MUNCHING THAT POPCORN

The game intro sequence. It's almost like watching a movie...



To capture the atmosphere of this hot new game perfectly, I quickly popped into a time machine and visited the future for the day. I even packed some sandwiches for the occasion. So was it any good? Not really: Earth's environment was slowly being destroyed by mankind's follies and no-one had any jobs. The cost of living? Ha, you'd be lucky if you could find anywhere to live, mate. Yep, the future's a pretty grim place, all things considered. But there is one bit of good news to report: SegaPro's still the best mag going!

This new release from Core has been absolutely ages in development, so the last thing I'm expecting is for it to turn out to be a turkey. Set in the future, you take control of a team of well-'ard cyborg commandos whose job it is to purge four different planets of the alien menace called DEAD. Now the guys from DEAD aren't too keen on you doing this, so you can expect a fair amount of bloodshed and pain as they attack you with every mutant, alien and evil menace under the sun...

Using the *FIFA/Urban Strike/Landstalker*-style isometric perspective, you (and a pal if you so wish) take control of the three members of the Krew – Spine, Joint and Rib – through six levels of the game. Thanks to a nifty control setup, you can move your player around the screen whilst shooting independently in a different direction. Pretty clever stuff.

Basically, the gameplay's all shoot, shoot, shoot. There's nothing really innovative about it. There are the usual power-ups to collect, the usual baddies to blast, the usual secret rooms to find and the usual guardians to get past. It's nothing special. What is special though, is the fact that it's soooo darned playable – after a quick blast on it, you're almost guaranteed to want to see it through until the end. And besides, it makes a nice change from all those endless platform games.

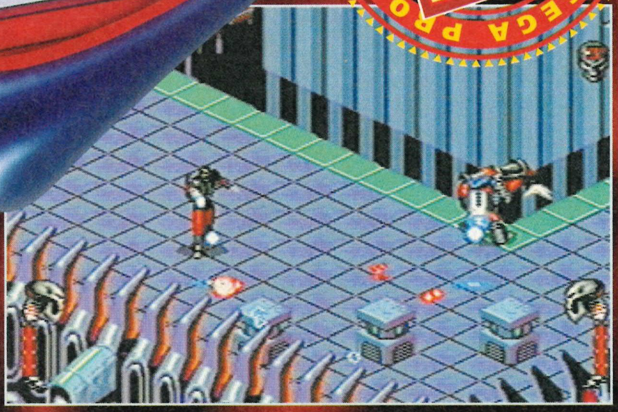
The graphics in the game are smart with a capital S. Thanks to the 3-D perspective, things look very nice indeed, with characters hiding behind buildings and walls etc. The colour scheme and general style of drawing is incredibly atmospheric, reminding me of a comic book. It's gloomy and moody stuff, although strangely cuddly at the same time! Take a look at the screenshots to see what I mean. The animation's top stuff as well: the characters move realistically when they walk along and fire – although that old fiend, Mr Moonwalk, raises his ugly head when you fire one way and walk the other.

Although at times a bit too dark and depressing, the in-game music does wonders for building up the menacing atmosphere. As for the sound effects, a suitably yucky squashy noise sounds out when you kill someone, and a reassuringly powerful explosion can be heard whenever you blow something up. Good stuff.

So, comparisons? Hmm, there really aren't any games to compare this one to! If you've ever played *Probotector* and the bit in *Urban Strike* where you wander around on foot, then you'll have a pretty good idea of what to expect here. The 3-D angle is a nice touch.

Overall, in terms of gameplay this isn't exactly the most original game around, but when it comes to compulsive playability you'll be hard pressed to find a better number. It's a classic release, and one that's even more fun in two-player mode!

Mark "Cuttin' With The Krew!" Pilkington



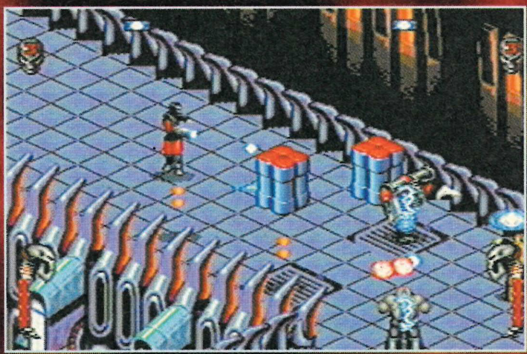
These missile launchers are a bit on the tricky side, but you can't go wrong if you blow them to bits!



Phew! It's a bit hot here, isn't it? If I knew it would be like this, I'd have packed my Bermudas!

Protip

Shoot anything that moves – be it mutant, alien or monster. Also, try to cooperate with your pal in two-player mode. Dead guys can't shoot back, or can they?





This is the kind of all-out violence you can expect when you play this game – and it's only the first level!

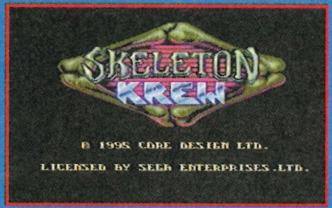
Kiss my pulse-laser! Eat my grenades!





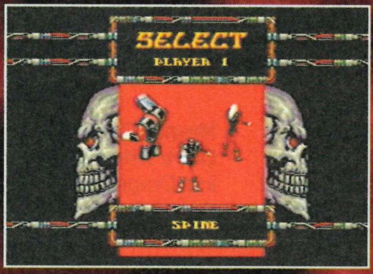


CORE
£44.99
OUT: MAR

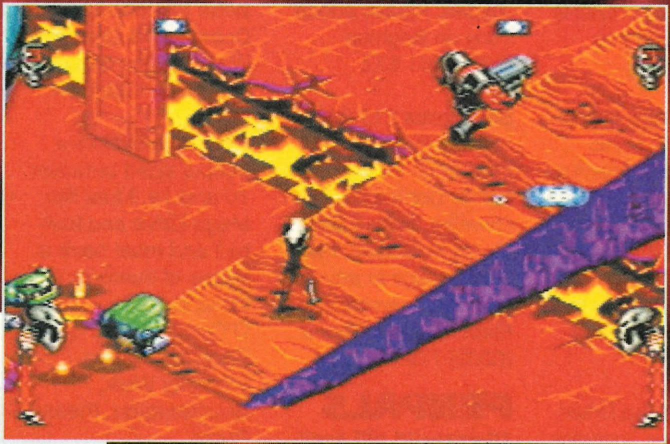


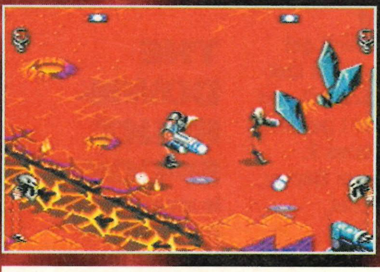


The two-player mode, as demonstrated by this lovely screenshot.



Now then, now then... Is it me, or do these guys all look like members of that '70s band, Kiss? Hang on, it IS Kiss!





Fightin' away on the hotter-than-hot lava on a later level.

CART SIZE:............16Mbit
PLAYERS: 2
STAGES:...........................6
SKILL LEVELS: 3
FEATURES: ....continues
CONTACT:..................Core
(0332) 297797

PROVIEW

PHIL ■■■■□

A cracking shoot-'em-up that'll keep you playing for ages.

RYAN ■■■■□

Lots of nice touches, including the independent firing direction.

CHRIS ■■■■□

Fast and furious blasting action, even better in two-player mode.

PROSCORE

GRAPHICS 92%

▲ This is a real looker, with an authentic comic-book feel.

▲ A clever use of colour to create a very dark atmosphere.

SOUND 74%

▲ The music adds to the game's very menacing atmosphere.

▼ The sound effects serve their purpose without being brilliant.

GAMEPLAY 93%

▲ Instantly playable, thanks to the logical control setup.

▲ The basic shoot-'em-up gameplay is as timeless as ever.

CHALLENGE 89%

▲ A choice of three difficulty levels adds to the game's challenge.

▲ The cooperative two-player mode adds even more appeal.

91%

A gruesomely good shoot-'em-up that's great fun to play and looks superb. It was well worth the long wait!

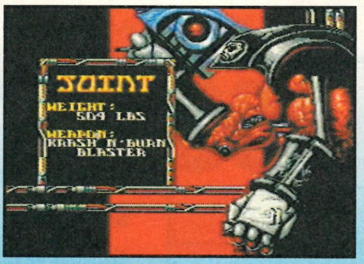
THE KREW – ONE BIG HAPPY FAMILY, REALLY!

There are three members of the Skeleton Krew at your disposal, and here's your chance to meet them...

SPINE:
Spine's a bit on the skinny side, but then if you'd been dead for years you wouldn't exactly be a figure brimming with health, would you?

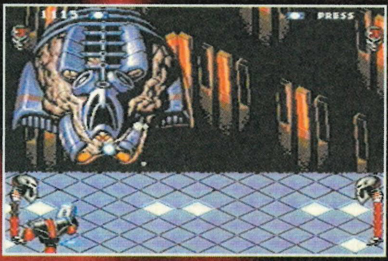


JOINT:
On the other hand, this chap Joint's eaten too many skeletons for his own good. He ought to cut down on his pork-life.



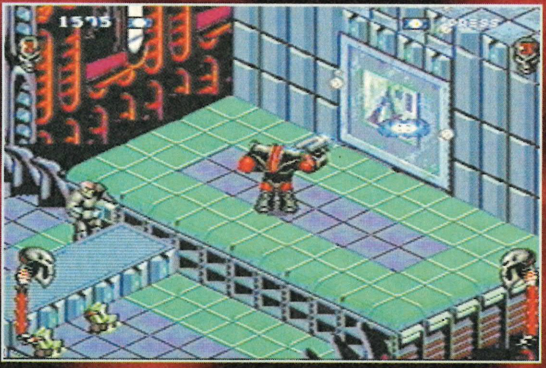
RIB:
This British babe (?) was once a bit of a looker, but she doesn't look too good now. That's what you get for being dead for 23 years!





Yipes! Make sure that you don't fall into this river of lava.

The first big baddie. Lordy, he doesn't look too happy...



At the end of Level 1, you have to blow open this door.



Similar to the elevator section in *Dragon's Lair*, you'll have to blow up everything that moves before you can reach the next section.

FREE READERS' ADS

For Sale...Penpals...Wanted... Help...Swap...Clubs

FOR SALE

For Sale Sega Master System, in excellent condition five games plus built-in Alex Kidd. All for £80 ono. Tel: 0635 4169.

MEGA-CD for sale with 5 games, Night Trap, Double Switch, Jurassic Park, Ground Zero Texas and Final Fight. All boxed with manuals for only £150. Phone Chris on (0924) 367717 (Hope you call).

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For sale, Mega Drive with 7 games. Includes Sonic 3 and Streets of Rage 2, 2 Joypads, Good condition. All boxed. Will include magazines only £120. Tel Adam on (081) 297 2156.

Comm C64 with over 70 games, comes with joysticks, tape deck, RF cable and keyboard. Will sell for £80 ono. Phone: (0274) 567 143, we will send to you, ask for Keith.

C64 with loads of games on cassette, disk and cart, including Robocop 3, Lotus and Speedball 2 for £99 ono. Write to Dave Williams, 20 Bessingham Walk, Brockley, London SE4 2HZ.

Mega-CD + Mega Drive with 12 games inc. Dragon's Lair & Sewer Shark. Cost £600 +. Will sell for £220 ovno. New Joypad. Please phone Tony on Brighton (0273) 561 632.

Sell Mercs £15 (MS) or swap World Cup Italia or go for Psycho Fox or Donald Duck 2, Gauntlet, Speed Ball 2, Mortal Kombat 2, Alien 3, Rampage or any Alex Kidd game except Miracle World. Phone (0202) 779 339.

PENPALS

10-year-old girl seeking a 10-year-old boy to write to. Must be funny, good looking, love games and please can I have photos. Maria, 11 Kempthorne Road, Bilston, West Midlands WV14 7AL.

Hi I'm an 11-year-old boy looking for a boy/girl penpal aged 11–13 Please send a photo of yourself. Write to: 20 Coychurch Rise, Gibbonsdown, Barry, South Glamorgan, Wales CF63 ISQ.

Cute 12-year-old male seeks 11–12-year-old female as a penpal. Must be funny and sexy, can take a joke. Write to James, 16 Mavin Road, Datson, London E8 3LT. Please send photo.

Hi, I'm an eleven-year-old boy looking for a penpal aged 11-13 who especially likes Star Wars and has a Mega Drive. Write to: John Mark, Dobinson, 8 Dumfries Way, Melling Mount, Liverpool, L33 1EW.

Hello I would like a penpal aged between 10 and 14. Must like Mega Drive and football and must have a sense of humour. Write to Katie O'Conner, The Parkside Tavern, Vincents Walk, Southampton. Please Photo.

25-year-old stud wants an 16–25-year-old woman by his side. Must be sexy, fun and easy. Write to: 19 Victoria Chapel, Durley, Stoke-on-Trent ST9 852J.

WANTED

Lethal Enforcers, Mega Bomberman, Psycho Pinball, FIFA '95, Powerdrive, Mortal Kombat II. Have many games to swap for these, plus cash. Phone Craig on 081 346 7873 evenings and weekends. Also wanted, Rock 'n' Roll Racing.

Pacmania for Sega Mega Drive. Phone (0753) 864 621 after 6pm.

Wanted. Zany Golf, must be boxed plus instructions. Also Flashback for sale £15. Phone (0923) 213 661. Weekends only.

HELP

Sonic 3 and Knuckles. Can't get pass Death Egg's last boss. Also Sonic 2 and Knuckles can't get past Death Egg boss 2. Write to James Barker, 60 White Street, Martham, Great Yarmouth NR29 4PQ.

Tips cheats and passwords for Boogerman on the MD. Phone (0388) 721 477 between 4 pm and 9pm and ask for Ian.

HELP! Is there a cheat for B.W. College Football on the MD? If so, please phone Ian on (01747) 851 287! Cheers! Oh!!! Phone after 4:30pm thanks

SWAP

Will swap Mickey and Donald World of Illusion, also Dick Tracy for Sonic 2 and Sonic 3 Phone after 4.pm 0602 456 027 Alex.

Swap MKI for either Art of Fighting or WWF Royal Rumble. I'll swap Jordan Vs Bird for Bulls Vs Blazers. Call Edwin on (071) 833 1920 between Fridays and Sundays.

I would like to swap Mega Games 1+2 for F1 Racing on the Mega Drive. If not, I would swap Pete Sampras Tennis for F1. Contact Martin Bonsu on (081) 908 6974

THE DOWN-RIGHT SPOOKY

Is anyone going to make a Virtua Fighters movie? If you are, can you call (0279) 440 293 between 5–6pm. Thank you.

CLUBS

Join our club and play the latest Mega Drive and Mega-CD games. Tel or write to: CD Library Club, 26 Manor House Lane, Yardley, Birmingham B21 PG. 021 742 9325.

For cheats and tips, send £1.00 and a SAE to: 10B Alpine Close, Stocksbridge, Sheffield S30 6AB. Example = FIFA '95, Micro Machines, Sonic Spinball, Sonic and Knuckles etc. Mega Drive only.

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Fill in the box in BLOCK CAPITALS with one word per square, cut the coupon out and send it to:

FREE READERS' ADS, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF

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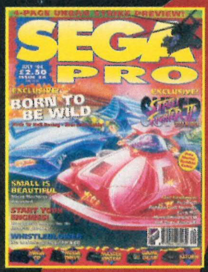
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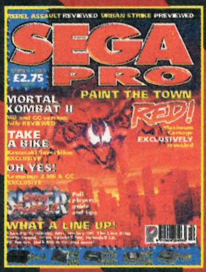
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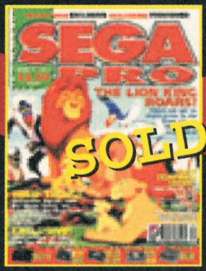
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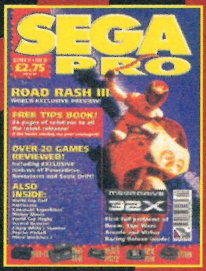
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We still have a few copies of early issue of SEGAPRO available. Order any two of these issues 5, 6, 7, 9, 10, 11, 12, 13 ,15, 16 for the bargain price of £2. Ring Karen on 01202 780578 and order now to get your copies.

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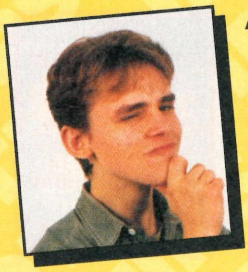
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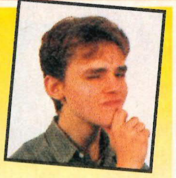
....

Postcode............................**Phone**..............................



As springtime is about to loom upon us once again, and the birds are twittering away in the trees, here I am sitting in front of my computer in a cold, cold afternoon – jeez, it doesn't seem like spring. Oh well, at least it's a sunny day. A strange thing, that: it's sunny, yet cold. Hmmm, anyway I'm actually getting quite bored of staring out of the window now, so how's about we get down to the business in hand, eh?

TIPS



INDEX

PROTIPS

BIG TIPS ARE WHERE IT'S AT!

Alrighty people, send all the tips you have to this address: HEY MARKIE MARK – IT'S TIME FOR TIPS!, PARAGON PUBLISHING, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH BH1 1NF.

I WANT ALL YOUR TIPS – YESTERDAY!

So, you want to know what tips you can send in? Well, it's up to you really, but seeing as there's a prize on offer every month, it's best to make them a bit special. Passwords, tips, cheats and solutions are all prize-worthy. Solutions are where you're most likely to stand a chance of winning something, so get on the case!

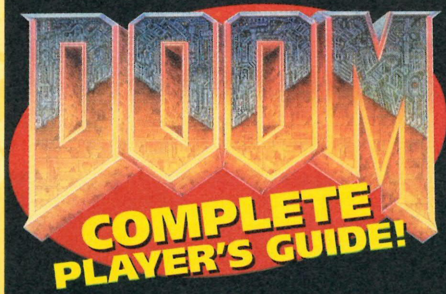
Codemasters

GOODIES

CODEMASTERS WINNER

IT'S PSYCHO-TIME!

Those groovy chaps at CodeMasters have come up with some *Psycho Pinball* Tops and goodie bags as the prizes for this month's lucky winners. Send in your top tips and cheats, and next month YOU could be a winner!



Prepare to meet thy doom – or rather avoid it with our player's guide! You'll soon be carving up the baddies. 71



Be a shining platform star with our comprehensive guide to all the levels! 76

Mega Drive

Mega-CD

Game Gear

Mega-32X

Action Replay Codes

ProHelp!



TIPS

EARTHWORM JIM

LEVEL SELECT

This cheat is hot, people – so hot, in fact, that I've had no less than 79 letters sent in about it! A special mention must go to readers James Thompson from Leicestershire, Mark Smerchynsty from West Yorkshire, Wayne James from Hants and Harish Sisodia who dwells in that great place called London. These guys were the first to send in the cheats, and the prize is going to James (first out of the hat) – well done, geezer! Anyway, on with the cheat...

Whilst playing the game, press START and then enter A+LEFT, B, B, A, A+RIGHT, B, B and A. Now unpause the game. You should now come to a level select screen! To end any level, pause the game and press A, B, B, A, A+C, B+C, B+C, A+C and unpause. Sorted!

And as for a handy little secret-room tip...

On the first level, when you get to the boss (the one that pukes up fish), jump near the spring and push DOWN-RIGHT or DOWN-LEFT, and you will be in a secret room. Once in here, you can collect loads of extra ammo for you to fire at the baddies with.

GOODIES CODEMASTERS WINNER

MEGA BOMBERMAN

LEVEL CODES

Thanks must go out to Steven Williamson from Lincs for these top, top level codes. Uh, so "thanks", Steven!

GOODIES CODEMASTERS WINNER

VEXIN' VOLCANO – STAGE 2

LEVEL 2 8111
LEVEL 4 1051
LEVEL 5 3353

SLAMMIN' SEA – STAGE 3

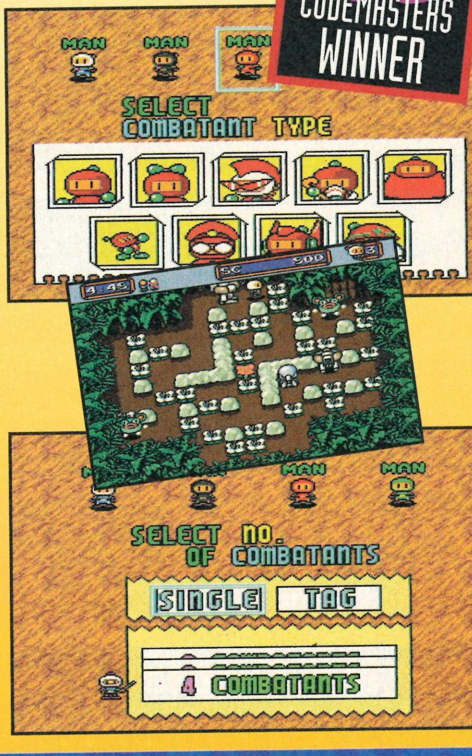
LEVEL 1 4502/8112
LEVEL 3 7422
LEVEL 4 1052
BOSS 3352

CRANKIN' CASTLE – STAGE 4

LEVEL 2 0513
LEVEL 4 3353

THRASHIN' TUNDRA – STAGE 5

LEVEL 1 8114
LEVEL 2 2814
LEVEL 4 5654

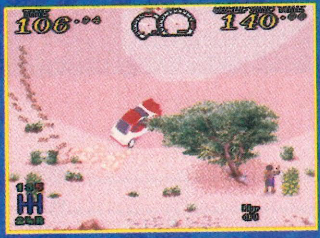
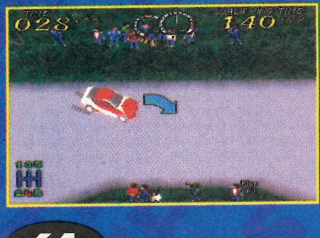


POWERDRIVE

PASSWORDS

James Glayn from that sunny old place called the Isle of Wight has come up with all of the passwords to *Powerdrive*...

Round 2: DFCFZBDCVW3X2R4K
Round 3: 484QNGRROLN40627
Round 4: X2MRW48D64V7HX93
Round 5: –N4CNM3YXKICTB5X
Round 6: KICN9R9FZKJVD2CF
Round 7: 664DBJ70Z678BHPX
Round 8: C4CFRH09QKPLNR44
Round 8 (part 2): NFWQGB5PV32D6ZH2

SHINING FORCE II

GOODIES CODEMASTERS WINNER

A bigger than big RPG, this one. Thank lordy, then, that Robert Cook from Leeds has sent in these four brilliant cheats...

OPTIONS CHEAT

On the Sega screen, press UP, DOWN, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, UP, RIGHT, DOWN, LEFT, UP then B. A tune will tell you that it has worked. Then when you go to continue a game, highlight 'game' and press and hold UP, START and C. This will give you options to control the Enemy, Turbo Mode, Auto Battle and Game Completed.

SECRET LEVEL

In the Elves village, walk into the trees and walk round – when you get to the right, there will be a path. Walk through and there, people, is the secret level!

SECRET BOOK

In the Elves village, go into the biggest house there is. Go up the stairs and there will be two bookcases together. Search them and you will find the secret book. Use this to promote Kazin into a Sorcerer with a new set of spells called Dao, Apollo, Neptune and Atlas.

DRY STONE

When you go into the cave with the sick Dwarf, search the extinguished fire and you will find a dry stone. Use this near a river at the end of the game to reveal another village. You can make the Blacksmith create weapons out of the Mithril.

James Jackson from Buxton has been playing this game like crazy as well, and look at what he's come up with!

GOODIES CODEMASTERS WINNER

SKREECH THE BIRD BATTLER

After you have talked to Volcanon, explore the ledges – you should see a mother and her baby. Talk to her. At the entrance to Bedoe there are a lot of bushes – stand approximately below where you talked to the mother and look around (top left). A baby should hit you on the bonce.

Much later in Triston, after you saved Mitula (Taya the Sorceress is a statue) go and talk to the turtle-type creature. Go to the right of the screen, Skreech the Bird Battler will find you.

WARRIOR PRIDE SHIELD

Search in Tactical base in New Castle. Changes Joha to Baron when promoted.

QUICK RING

In vase bottom-left of Nursery in Bedoe.

VIGOR BALL

Chest on the left of the Elf village. Changes Sarah to the Master Monk when promoted.

SILVER TANK

Chest in the passage to Bedoe, changes Elric to Brass Gunner when promoted.

MITHRIL

In the crack after the earthquake. Also in the barrel in the Jetty when it's at Hassan Port.

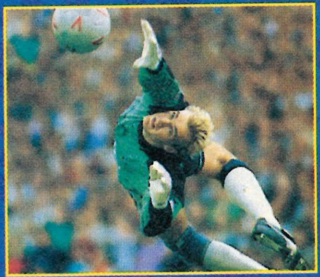
FAIRY FOREST SPECIAL BATTLE STAGE

In the Elf village when you go for the bottom-right chest, there is an opening to the right, when you get there you enter a special stage.

FIFA SOCCER '95

STUPID TEAM

Football fan A Jones from Islington has found a cheat for a Stupid Team on *FIFA '95*. Simply enter this code (ABCABC) on the main Options screen (with the ball on 'Language'). Now go into a match, pause the game, and press A to bring the cheats screen up.



SYNDICATE

PASSWORD

Agent Stephen Gosling from Essex has found a cunning password for *Syndicate* on the Mega Drive. It gives you 16 agents in Cryo-Statis, all version 3 equipment developed, all weapons available and 31 territories under your control... Blimey!

FCMTZ000000132WVOG

PITFALL
BONUS GAME

Diary Entry no.17328: Darn it! I've been lost in this smelly jungle now for 26 years, and STILL I can't find my way out. What I have found, though, is a cunning little cheat that enables me to play the original *Pitfall* on the new Mega Drive release. Apparently, SEGAPRO reader David Horne discovered the cheat – what a guy! Anyway, here's how to do it…

On the Lost City of Copan, at the start go right and jump on the tongue. Go to the top, kill the snake and go left to the end of the ledge. You should now land on a ledge with a door and scorpion on it – kill the scorpion and go in the door. Go left and then jump on the spring. Hold right and you should go through the top of the wall. Walk right and you should land in the warp which will take you to the original game.

DEMOLITION MAN
LAST LEVEL

Mr Myles Cadden from Leamington Spa? Don't you have the last code for *Demolition Man*? Right, well spit it out then…

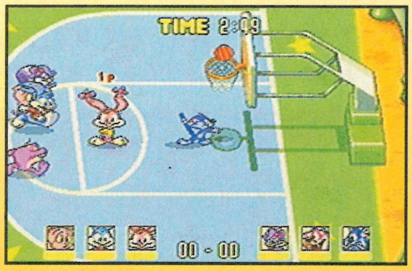
Set the game to Easy mode, and enter: GL9C92KGM

ROCK 'N' ROLL RACING
PASSWORDS

Gary Fairclough from deepest, darkest South Yorkshire has sent in a couple of passwords for this okayish game. Eyes down, if you please…

PRV8 MQ14 5TP6	You will be on Planet Inferno, Division B.
CQV8 8QZ4 5TJ!	You will be on Planet Inferno, Division A.

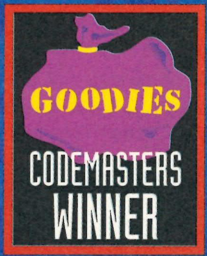
TINY TOONS ACME ALL-STARS



ROUND SELECT

"We're tiny, we're toony, we're all a little loooooony!" Or something like that, anyway – I can't sing it as well as them, can I? Anyhow, thanks to Richard Salmon from Essex, I can at least give you the level passwords…

Round 1: Plucky Duck, Montana Max, Elmyra, Buster
Round 2: Elmyra, Babs, Hampton, Plucky Duck
Round 3: Babs, Buster, Montana Max, Elmyra
Round 4: Buster, Hampton, Plucky Duck, Montana Max
Round 5: Elmyra, Plucky Duck, Babs, Hampton
Round 6: Plucky Duck, Elmyra, Hampton, Babs
Round 7: Montana Max, Plucky Duck, Elmyra, Buster
Round 8: Hampton, Babs, Montana Max, Montana Max



CANNON FODDER

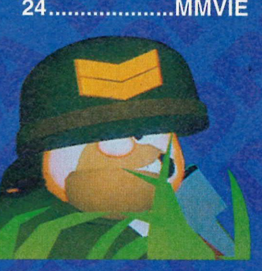
Shouts go out to Thomas Maher from Brierfield for this brilliant *Cannon Fodder* cheat – the perfect complement to the solution I ran over the last two issues! Read on for the facts…

DA CHEAT!

Start a Mission Phase. Play the game, but destroy your own troops with a grenade. Repeat this until the Mission Briefing screen states "This is your last chance". Start the game and immediately surrender. You should then be passed on to the next mission or stage. Once you're on the next mission/stage, it will again state "This is your last chance" so you can surrender again to proceed. An so on and so on and so on up until stage 24.

MISSION CODES

1	PXJND	12	IGMBF	23	HGPNF
2	UZHNC	13	FAGGG	24	MMVIE
3	PEDQC	14	SYNXC		
4	ACKJA	15	TIDGF		
5	TNGJI	16	UYNXC		
6	EBUXE	17	ZOJBE		
7	TEHMB	18	MHNJF		
8	N/A	19	NXGBD		
9	MLRYE	20	AEJVI		
10	YJKCF	21	PXGBD		
11	LWHFG	22	GWZED		



WORLD CUP RUGBY '95
FINAL PASSWORD

Guy Woodward from West Sussex obviously likes the latest game from EA Sports so much that he played it through from beginning to end. Just check out his password to play Australia Vs New Zealand in the World Cup final…

K8KY VJNF NQ1T HFNN WF6

Pro ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS

EARTHWORM JIM

FFA6C80033	Infinite Lives
FFFBFE0032	Infinite Energy
FFFBF60039	Infinite Ammo
FFFBFE0070	Invincible rope on 'Snot a Problem' level
FFFE910011	Invincible on 'Andy Asteroids' level
FFFF610002	Infinite shields on 'Andy Asteroids' level
FFFCA10063	Infinite oxygen when in the Submarine on 'Down the Tubes' level
FFAFDE0001	Invincible submarine on 'Down the Tubes' level

THE LION KING

FFCCF30010	Unlimited roars
FFCCFB0001	Always have old Simba

MEGA BOMBERMAN

FF9543003	Infinite Lives
FFA462000A	Infinite Bombs

MICKEY MANIA

FF04670004	Unlimited Lives
FF046F0004	Unlimited Energy
FF04710063	Unlimited Marbles
FF06850006	Mickey has a Mega-Jump

TIPS
MCD · GG · 32X



SENSIBLE SOCCER
FORMATIONS

Thomas Maher from Brierfield has once again come up with the goods, this time in the form of some top tactics for this classic footy game...

4-4-2: Now a standard in football formations. Gives a balanced game. With this formation, strikers get into positions where it is easy to score from. Perhaps not a tactic for carefully calculated trickery, but a straightforward and effective formation.

4-3-3: A more attacking formation than the 4-4-2 and equally effective. Can leave some gaps at the back due to less midfielders.

5-4-1: Not a very effective attacking formation with only one forward, but useful for defending a lead near the end of a game. Good for possession football.

4-5-1: Similar to the 5-4-1 formation, but perhaps better due to the extra midfielder. It needs skill to operate this tactic effectively with a lack of forwards. Useful for meeting the better teams and trying to get away with a 0–0 draw.

5-3-2: This formation, although perhaps defensively minded, is one of the favourites with most players. With two forwards *and* a 5-man defence, you just can't lose.

3-5-2: An attacking formation but perhaps no more useful than a 4-4-2. Good for possession football and a passing game which will help utilise each player to their maximum. Sure to score goals.

Attack: This is the formation to use when playing a poor team, to improve the chances of scoring from a free kick, or when you're behind with little time left.

FIFA SOCCER
PLAYING TIPS

That man Thomas Maher's back again, and this time with some top tactics for *FIFA Soccer*...

Use All-Out Attack as goalies are very good on both teams.

Practise your fast dribbling.

Use the wings – pass and dribble down them.

Shoot from the wings.

Try close-range efforts: dribble down the wing, and then cut into the 18-yard box. Dribble along the 6-yard box, past the goalkeeper and then shoot in the opposite direction to which you were running.

PETE SAMPRAS TENNIS

"New service, please – Darren Finch from Dartford. Oh, and whilst your at it, give us the passwords for *Pete Sampras Tennis* on the Game Gear, eh?"

1.......LANGUAGE
2.......LOCATION
3.......INCREASE
4.......TOUCHING
5.......UTILISED
6.......EXPANDED
7.......STANDARD
8.......RESOLUTE
9.......REGISTER
10.......GRAPHICS
11.......BACKHAND
12.......KEYBOARD
13.......HARDWARE
14.......QUANTITY
15.......FUNCTION
16.......TRANSMIT
17.......NETGATIVE
18.......VITAMINS

"Game, Set and Match to Darren. Hurrah!"

MICRO MACHINES
TOP TIPS

Loud cheers and hard pats on the back go out to Iain Keen from Surrey for his brillo *MM* tips for the 'Breakfast Bends' course, plus some general cheats. Top stuff, mate!

EXTRA GRIP: Stop at some milk and press UP and buttons 1 and 2.

LESS GRIP: Stop at a blob of syrup and press buttons 1 and 2.

FOR OTHER CARS TO GO SLOWER: Stop at the top-left corner and hold down buttons 1 and 2.

INFINITE LIVES: Drive off bottom-left corner.

And for normal cheats...

TRACK SELECT: At the title screen, press UP twice, DOWN 22 times and LEFT 222 times!

HARD MODE: Add onto the above: UP, DOWN, LEFT, RIGHT, LEFT, 2 and UP.

SUPER HARD MODE: Add on UP, 2, UP.

VIRTUA RACING DELUXE
MIRROR MODE

GOODIES
CODEMASTERS
WINNER

Jorg Tittel from Belgium – a country famous for Jean Claude Van Damme and beer among other things – has found a brilliant new cheat for *VR Deluxe*! Read on for the full lowdown...

Win all 5 tracks with first position in either Normal or Hard mode so that you can see a medal on each track on the Track-select screen. It's very easy to achieve all this with the Stock Car. Now go back to the main menu and push RIGHT so that you pass the options. The screen will scroll to the right and the Mirror Mode menu will appear. This lets you race all the tracks the other way round.





DOOM

GOODIES
CODEMASTERS
WINNER

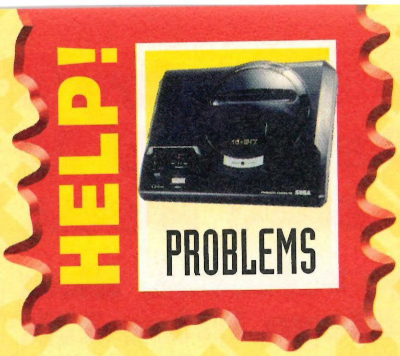
Let's hear it for Stuart Cameron from Glasgow, who's not only managed to come up with one, but two cheats for this brilliant game...

INVINCIBILITY

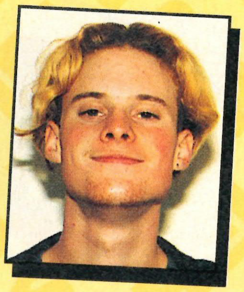
Pause the game, then press X, Z, MODE and UP all at the same time.

HAPPY AMMO CODE

Pause the game, then press A, C, MODE and UP all at the same time.



Crash! Bang! Wallop! Okay... nobody move, this is a raid! For months now the faithful ProHelp section of Britain's glossiest Sega mag has been tossed around the office like a disused snot-rag, and it's just not on. You guys want a kind, friendly and familiar face to turn to in your hour of need, not some fly-by-night cowboy who'll leave you in the lurch at the drop of a plane ticket.



ProHelp!

So all bow down to the new tipster supremo. It is my sworn intent to inject new life into ProHelp and ensure that you need never worry about getting dropped in the smelly stuff ever again. Moving on...

MORTAL MADNESS

MEGA DRIVE

Q Dear ProHelp,

Please could you help with *Mortal Kombat II* on the Mega Drive. I can't do ten and a half Death Blows (you what?? – Ryan).

Here is the list:

1. Lui Kang's Pit Fatality
2. Baraka's Spike Lift
3. Jax's Babality
4. Sub Zero's Shatter and Snowball Fatalities
5. Kung Lao's Hat Decapitation
6. Mileena's Sai Hack and Pit Fatality
7. Kitana's Pit Fatality

Richard Fennell, Worcester

PS. Can you also help me complete *Shinobi* on the Game Gear?

A Strewth mate, you don't ask for much, do you? The key to mastering *MKII* is practice, so the chances are that by the time you read this, you'll have already mastered the said moves. But here's my advice anyway:

1. Stand close to your opponent, hold Block, and press Back, Forward, Forward, and Low Kick (release Block just before you press the Low Kick button).

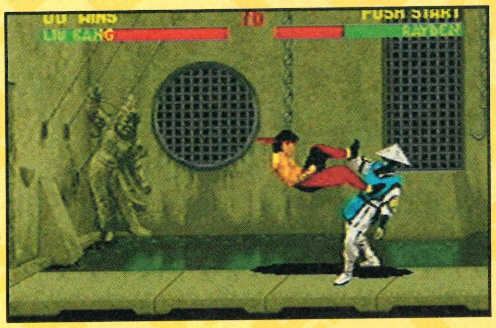
2. Get close and press Back, Forward, Down, Forward and Low Punch (3-button pad), or High Punch (6-button pad).

3. Hold Block and press Down, Up, Down, Up, and Low Kick.

4. To do the ultra-tricky Shatter move, get close and press Forward, Forward, Down, and High Kick to freeze them. Then press Forward, Down, Forward, Forward, and High Punch to smash 'em.

For the Snowball, hold Low Kick (3-button), or Low Punch (6-button), and press Back, Back, Down, Forward from the opposite end of the screen.

5. Move to the opposite end of the screen and hold High Punch (3-button), or Low Punch (6-button), and then press Back, Back, Towards. Now release the button and watch him hurl his hat across the screen. To knock their block off, press Up as the hat is travelling through the air until it is level with their neck.



6. Sai Hack: (3-button) Forward, Back, Forward, and High Punch; (6-button) Forward, Back, Forward and Low Punch (up close). Pit Fatality: Towards, Down, Towards, and Low Kick.

7. Forward, Down, Forward, and High Kick.

PS. No chance mate!

REVENGE OF SPIDER-OBI?

MEGA DRIVE

Q Dear ProHelp,

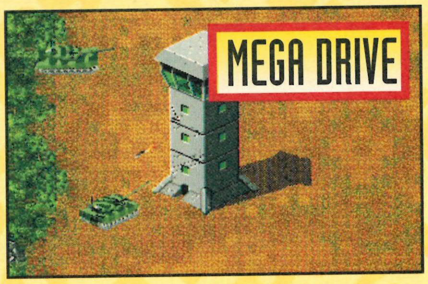
On *Revenge Of Shinobi* on the Mega Drive, is there a cheat to turn into Spider-Man? I am a big fan of his and have heard that you can. Can you help me?

Ken Grilly, Merseyside

A Yeah right, I also heard that there was a cheat to turn into Big Bird from Sesame Street, but I wasn't sad enough to write into a magazine about it and humiliate myself!

STRIKE IT LUCKY

MEGA DRIVE



Q Dear ProHelp,

I am a new Sega owner, and was told by friends that *Desert Strike* and *Jungle Strike* would be good games. Too true. They may be old but they sure are excellent games. If possible, could you please print the level codes, because good as they are, they can be really annoying when you can't finish a certain level?

Barry Senior, Rotherham

A They are indeed top-notch titles and deserve a pride of place in every Sega owner's collection. I would advice that you think twice about using the codes as it is far more satisfying to complete the game the hard way. However, seeing as you asked, here are the codes in full:



Desert Strike

Level 2 – BQJRAEF
Level 3 – TLJKOAP
Level 4 – WTEOUJP

Jungle Strike

Level 4 – XT6YXL6PF6M
Level 5 – VNHYWMGZBC9
Level 6 – WSFXW4MPYHJ
Level 7 – THPD96PGCLN
Level 8 – N4SC37S6MWB
Level 9 – NZY9SDBR9Y6

HE'S WHAT?

MEGA DRIVE

Q Dear ProHelp,
I am stuck on *Eswat* on the Mega Drive, could you help me find the level select for the last level?
Please, please, please help me!
Nicky Failla, Luton

A Okay calm down, simply go to the title screen and press diagonally DOWN/RIGHT, and A, B, and C simultaneously whilst holding the START button.

THE CIRCLE OF LIFE



Q Dear ProHelp,
Please can you help me on *The Lion King*? I am stuck on the bit where the Bonus Stage 2 bug is placed. Could you give me a tip or cheat on how to complete Level 2? Mind you, it has to be the Mega Drive version.
Marc Paterson, Peterhead



A Right, first of all I've got no idea what you mean about the Bonus Stage 2 bug thingy, but to get off the exceedingly difficult second stage, follow these simple instructions: Go right across the giraffe heads, and when you get to the first tree, use the nests to climb up to the pink monkeys and then roar at them. Now jump on the rhino's head to go onto the ostrich bit. Follow the arrows that tell you to either jump or duck the obstacles (remember that the double arrows mean that you have to jump twice).

The stacked hippos are a doddle to get past. However, just after this there is another ostrich section minus the arrows. Follow these commands to evade the obstacles: jump, duck, jump, jump, duck, duck, double jump, duck, duck, jump, double jump, jump.

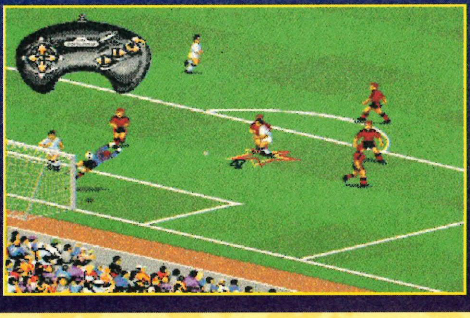
This should see you safely onto the second tree section. Roar at the first pink monkey and then jump on the first rhino. Once over the other side, roar at the pink monkey and then go back over to the left via the floating logs. You'll now need to roar at the first monkey again and then flip the one at the top of the tree. By jumping on the first rhino again, you should be safely catapulted over to the next level.

FIFA FOUL-UP

MEGA DRIVE

Q Dear ProHelp
In Issue #41, page 70, there is a cheat for *FIFA '95*. It doesn't work. I've tried everything I can think of! Can you please, please, please explain in clearer terms how to activate the cheats?
Thanks a billion.
Stuart Hicks, Gwent

A A thousand apologies to Stuart and every other reader who went ballistic trying to get these codes to work. It would appear that the codes can only be typed in on a certain screen, one which the oh-so-clever Mr Hill forgot to tell you about. Simply switch the game on, and when the title screen crops up, press START to go to the Game Set-Up screen. Go down to "Options" and press START once again. Now, with the ball positioned on "Language", type in your desired code and go into the main game. Just before kick off, press START to pause the game and when the menu comes up, press A. Hey presto: a new menu appears, allowing you to activate the extensive list of cheats available. Hope this helps you out.



JIM'LL FIX IT



Q Dear ProHelp
I have recently purchased *Earthworm Jim* for my Mega Drive and I am finding it extremely difficult to defeat the end-of-level bosses. Could you please help me? I would like a level select if one is possible; but if not, any other cheats would be a lot of help. Plus, if you have time, could you tell me the moves for *Shaq Fu* because I can only find out a few of them? Please, please can you help me?
Simon Heaney, no address

A Good choice, Simon. As it happens (jangle, jangle, jewellery, jewellery), I do have a level select for *Earthworm Jim*, and it goes something like this: Pause the game at any time and press A and LEFT together, B, B, A, A and RIGHT together, B, B, and A. Now unpause the game and out of the blue will come a voice calling you a "Cheater!". You'll now enter a secret menu that allows you to select levels, activate infinite energy, and scroll around the levels at your leisure. Not bad eh?

I'm surprised you actually admit to owning a copy of *Shaq Fu*, I don't know the moves just yet, but apparently the game plays a whole lot better if tossed in the nearest canal.

KING OF CHEATS

MEGA DRIVE

Q Dear ProHelp,
Please can you give me a level select cheat for *The Lion King* on the Mega Drive? I had this game for Christmas and can only get as far as "Be Prepared".
Daniel Rushent, Bristol

Q Dear ProHelp,
Please, please, please could you help me? Yes YOU!! I have *The Lion King* on the Mega Drive and can't get past the "Be Prepared" level. Is there a level select for the same game?
Ross O'shaughnessy, Dagenham

A If I was given a pound for every time somebody asks me this question, I'd have two pounds now. But seriously, level selects are the work of the devil and serve no purpose other than wasting hard-earned cash (probably your parents').

If you're stuck on "Be Prepared", you're so close to the end it's sickening. This level caused me loads of grief, the key is to take it slowly and kill absolutely everything as it appears on screen. Keep going right until you reach a dead end, and then jump up and swipe at the stalactites to clear a path. The first gap will lead you to a restart point so I strongly advise that you ignore the goodies concealed in the second. You'll now come to a raft: jump on it and float along to the left. Use double swipes to kill the low bats, and jump up and single-swipe the high ones. At the end of the level, you'll come to four lava wells. Stand on one that isn't about to spurt (it''ll fire a warning spurt before it erupts) and wait for the rocks to fall. Keep switching between wells until the plugs fall down from the ceiling to block them. When they're all blocked, stand on the furthest one to the left and be instantly transported to the next level.

On the other hand, if you cant be bothered with all that nonsense, simply go to the options screen and input the following code for a level select: UP, DOWN, RIGHT, LEFT, A, B, C, and START.

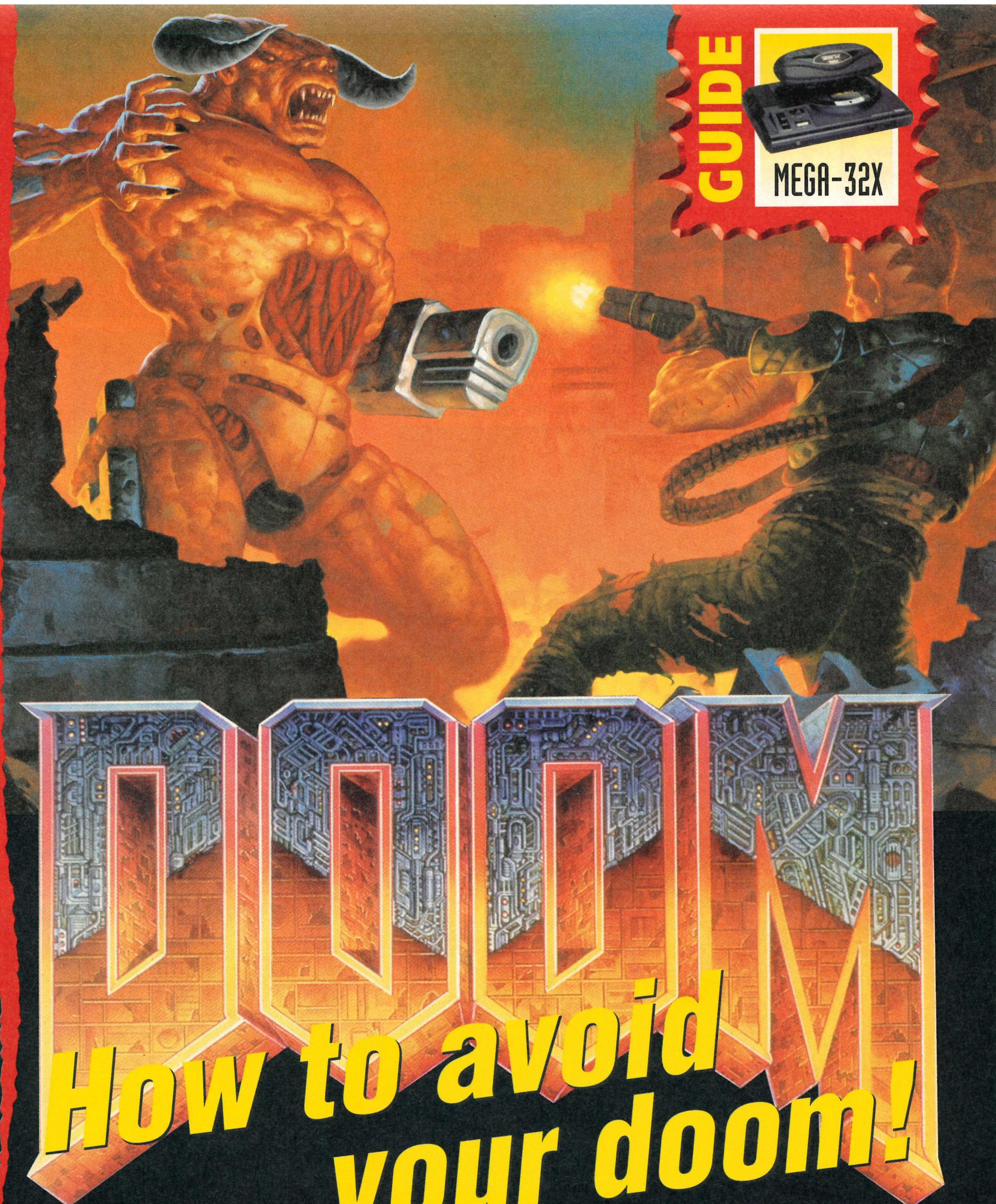
GLOBAL GLADNESS

MEGA DRIVE

Q Dear ProHelp,
I have been buzzing my brains out trying to get past Level 3 on *Global Gladiators*. Please would you let me have the level select?
John Facenfield, Merseyside

A Here you go, me old Scouse mucker! Pause the game and press B, C, B, A, B, B, C, B, A, and B. Now unpause and watch in amazement as you warp to the end of the level.

COMPLETE TIPS GUIDE



How to avoid your doom!

In this ProTips special guide, we bring you the COMPLETE solution to that top-selling 32X game, Doom. You play the part of a hot-headed Space Marine who's been given the task of cleaning up the planet Mars. An easy enough task, you may think, but when I tell you that Mars has been invaded by the worst collection of demons since Hellraiser 3, you may start to have second thoughts. If you think you're up to it, Mark Pilkington's just the man to make your life easier... We're starting from Level 5 onwards, but remember that to complete the game fully, you're going to have to play the whole thing through from beginning to end. Ready? Let's lock 'n' load, people!

MEGA-32X

Level 5

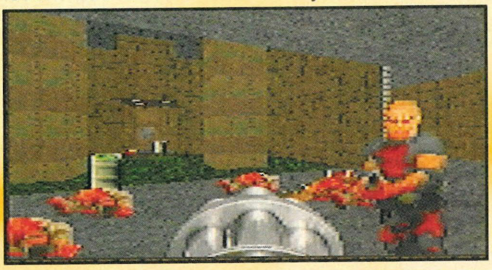
Run across the lake as quickly as you can! Open the door and run down the corridor, take the turn into the room at the end of it, run back to the door, go up the steps, shooting the demon as you go, and turn right. Head to the room on the far right. Grab the yellow key there and take it back to the old door. Open it, blast everyone into small little bits and open the yellow door to the left.

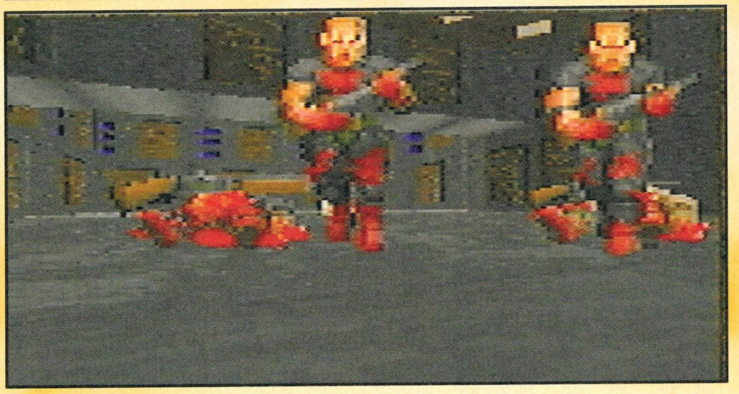


Now go down the lift and arrive on a lower floor. Head left and on the far wall there is a lever. Shoot the barrel on the platform and pull the lever. Run to right pillar and it rises to the ceiling. You now find a secret compartment in the ceiling where a lever is hidden. Pull this lever and the pillar descends. Do the same with the other pillar.



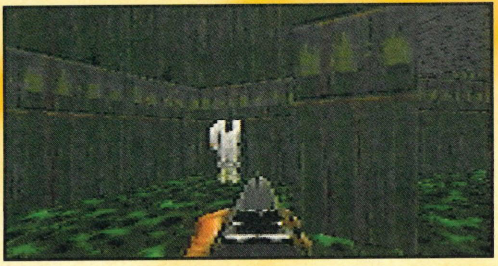
Now return to the previous room. A new doorway should have appeared in the middle of the room. Go up the steps, turn left and grab the ammo. Go to the far right corner of the next room and trigger dat lever! You should now find yourself in another passage. Next you should enter a room with a lever on the far wall. Pull it and pick up the blue access key. Go down the stairs and open the blue door with the key. Find the exit behind the black door.



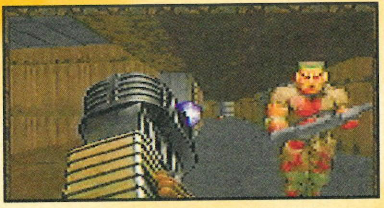


Level 6

Make your way left to pick up a red key. A door opens in the wall to your left. Go back to the two doors and enter the left one. Grab the blue key, leave the same way you entered, go to the blue door, open it and you see a room within a room directly in front of you. Go forward until you are stopped by a wall and then turn right to pull the switch on the left wall. Carry on down, turn right through a tall doorway – eventually you come to a smallish room where you can grab a yellow key, a rucksack, rocket launcher, ammo and potion.



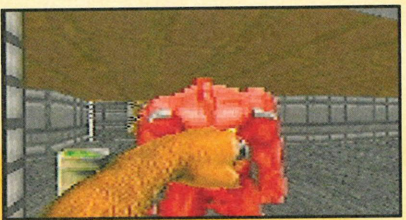




Head back the way you came and a new room should be revealed. Run back to where you found the blue key. Jump into the pit and run forward to the passage directly in front of you. Get into the lift and you should be taken to a blue orb. Now run out of the passage. Run for the door on the right and you come across two gigantic boxes of ammo and a lever. Pull the lever and the wall rises, revealing the room you began the level in.

Now go straight ahead, and find the yellow doors. Go through one of them. You should now reach another room, where you find a door-opening switch. Go back and take either the left or right route offered to you. Go to the lever and pull it. The three walls behind you now open up, revealing secret rooms. The room to the right has the exit door in it.

Level 7



Open the door in front of you. Use the lift on the far wall to reach the ledge. Get up to the ledge and follow it around until you reach a small room. Take the yellow key, fall off the ledge and then use it on the door to the left. Make your way towards a flashing light. Get in the lift and you're taken up to a hidden room.

Go back down the lift and climb up a set of stairs. Get onto the pillar, jump off to the left and collect the Gatling Gun, medicine, ammo and backpack. Get into the pillar again and jump off the other side. Trigger the lever and a door will open revealing a room full of power ups. Pull the lever on the far wall.



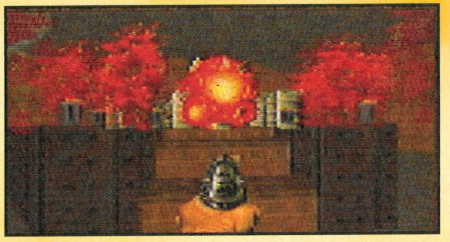


Go out of the room, continue up the corridor, go down the gully and collect the blue orb. A door will open on the wall. Go back to the pillar section. There's a square door behind the pillar. Open this and get into the lift. Kill everyone in the room and then collect the chainsaw on the far wall.

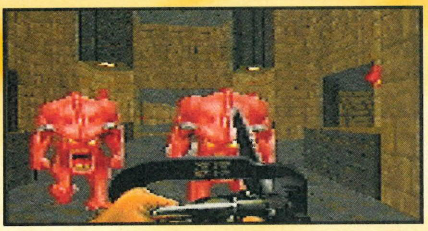
Leave the room, head left, get into the lift and leave once it's stopped. A horde of baddies are waiting for you here, so be prepared for a spot of fisticuffs. Get the red key at the end of the passage. Use this key on the red door. There is a blue key behind the red door. You now have to go back to the blue door. The door on the left is the exit...



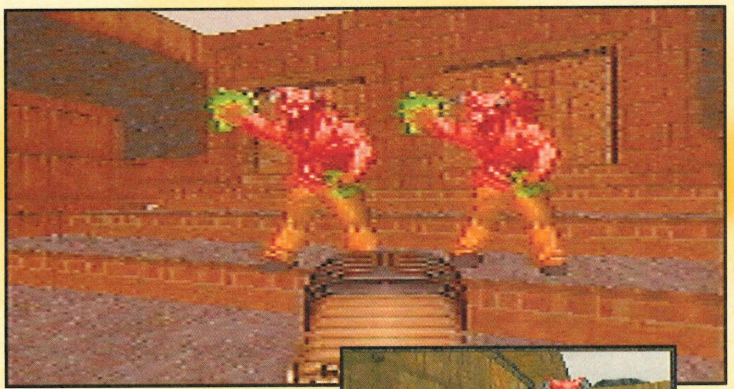
Level 8



Pull the lever directly in front of you and kill all the baddies in the other room, laughing manically to yourself whilst you do so. Heh, heh, heh! Collect all of the items and head up to the room behind the platform. Now take the stairs on the left. Open the door in front of you and enter a long hallway. Go up the hall and find a lever to pull (oo-er!). This results in a lift coming along.



You arrive in a new room with some lovely power-ups and some not-so-lovely demons in it – collect the power-ups and kill the demons. Grab the blue orb and then jump off the ledge. Keep on walking until you reach a set of doors in front



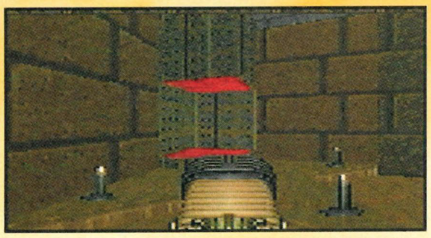


of you. There are yet more demonic monsters standing behind these. Pull the lever, walk up the staircase and then exit the level. Yippeeee!

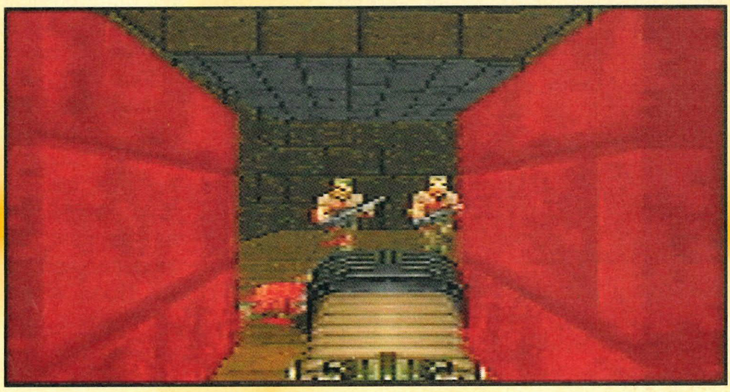
Level 9

Go through the red obstacle with the strange cross on it. Now go back to the teleporter, and then enter the new room. To the far side of the room is a lever. When you pull it, a block rises from the floor. There should be another lever on this block. When you pull this, the back wall rises up to reveal a secret chamber.

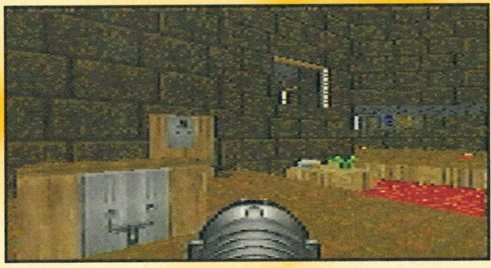
Collect the red key, step into the teleporter and you find yourself at the end of a long chamber. Go to the end, turn left, touch both of the stone faces. The wall now rises up, so walk into the new area, turn to the left, kill everyone, ignore the teleporter, go left and then make your way forward. To your left is a wall with a door in it standing in some lava. Open the door in the lava. Get the blue armour and then head for the other door. There is a teleporter behind this.



You now find yourself in





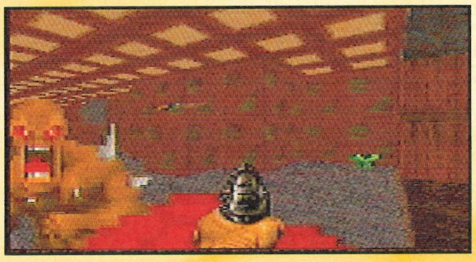


the middle of a fight with several red demons. Go right and then turn around. You should now see a gully with a lever on it. There is another lever further up, which you should trigger. Now pull the lever at the top of the stairs. Enter the teleporter to arrive in another room. Open the black door. Pull the lever and say "Adios, punk!" to Level 9…

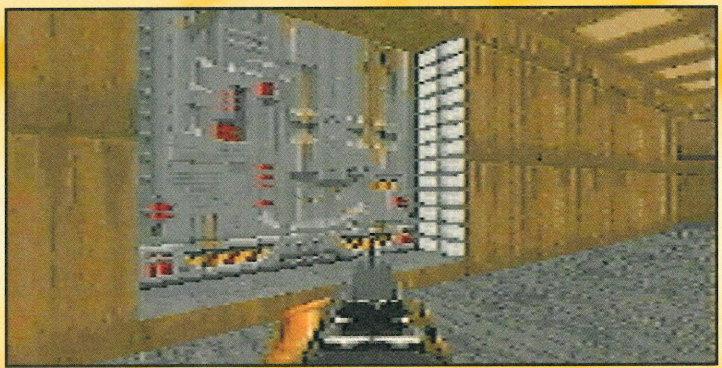
Level 10

Pull the lever on the left wall. Turn the corner. When you reach the black room, you find it virtually filled up with all manner of nasties. Now head to the right. Go to the end of the gully and collect the shotgun and boxes. Go back, head left and climb up the stairs.

Descend to the ground and continue around the corner to the left. Follow the path around to the left to see a door on the right. You emerge in a room with a path surrounded by pillars. At the end of the path is a smaller room with the yellow key and a backpack in it.



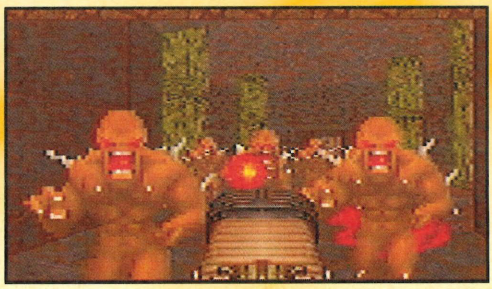
You are now raised into the air by a pillar, step off, pull all the levers, open the two doors and pull the lever on the left pillar. Pull the lever on the far



right pillar. Go back to the yellow door, open it, kill everyone you see and then collect the Gatling Gun. Pull the lever on the far wall, to the right.



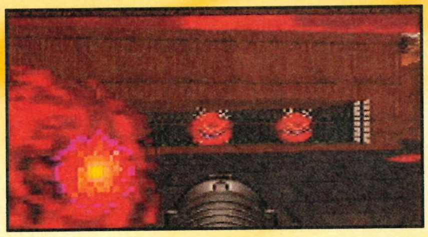
Return to the black room with four green pillars. Turn left, return to the door and shoot everyone you see. Go right, enter the dark room and collect the key. Head to the next room, go left into another room and collect the ammo and medical supplies. Leg it across the slime. Grab the blue key, go down the stairway and you're led to the blue door. Open it. Go back to the red door, go to the right and pull the lever. Now go to the exit door.





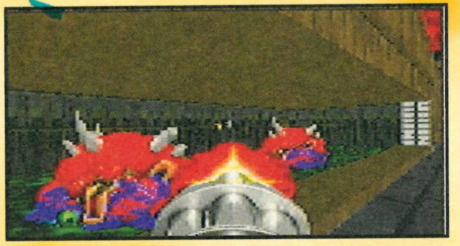
Level 11

You start this level under heavy fire, so think later and just do what comes naturally. Work your way around to the left of the lair, take the left exit and you should find yourself facing a blue door and a couple of mean monsters. Continue around and pass through a doorway leading to a room. Go through into another room, go past the first pillar, turn left, collect the shotgun. Now go left and pick up the blue armour.



Go through the passage to emerge into another corridor – watch out for the enemy fire from the room on the right. Beware, a load of baddies are waiting for you in this room! Go towards the door where a couple of demons await you. Make your way back up the tunnel to the dark doorway. A vicious demon is waiting for you along here, so be ready for it.

Drop into the lava, turn right and collect the Plasma Rifle, jump off the ledge, make your way to the blue door, kill the demons, go up and to the left – attack the enemy. Go to the doorway to the far left. Make your way to the right, through the open doorway, up the small passage and enter the room filled with nasties. Go to the exit on the right wall and kill the demon guarding it.



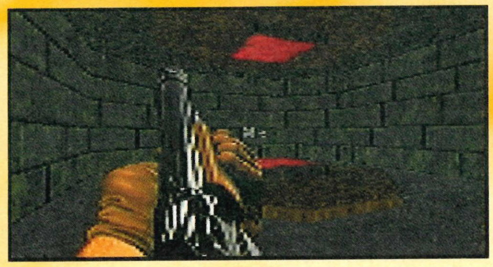


Level 12

Enter the teleporter. Go to the far end of this room to find a lift. You arrive in another room with a hideous skull-face in it. Make the eyes light up so the pillars and the wall behind the pillars sink to the ground. Pick up the map, armour and medi-kits, go back to the last room, go to the next chamber, go through the next door and turn right. Trigger the switches and leave.

Go forward, right then left. Hit the switch, lower the lift, grab the blue key, continue up the steps, go right and back-step to the passage. Go left, collect the backpack, and return to the blue doorway. Walk to the room with the chamber in it, go around the back, collect the yellow key, activate the switch, and turn left. Go down the staircase, take the left doorway, enter the room with armour and rockets in it and then enter the passage guarded by many a baddie.

You now find a switch that opens the small doors. Open the third big door and the others follow suit. Go back up the stairs to the circular passage. Go the other way to where the wall begins to turn and







find the secret wall. Use the teleporter that you find here. Now activate another secret panel to find another teleporter. Jump into the lava pit and head for the one nearest the exit door on the left. A walkway now rises up from the lava. Enter the teleporter and you arrive near the exit.

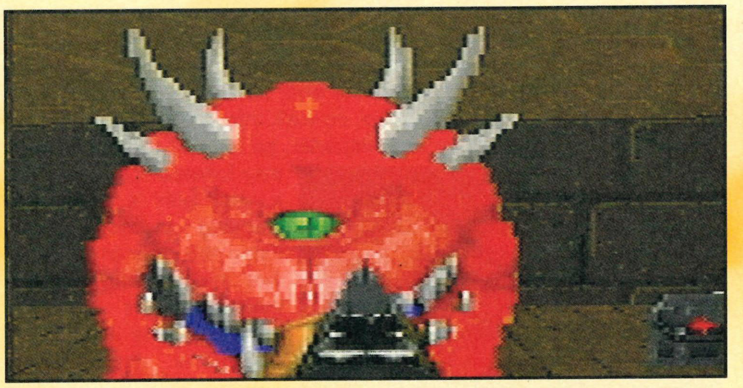


Level 13

You now find yourself in a smallish room. Walk through the door and get ready to give the man on the other side a bullet in the head. Right in front of you now is a room packed with just about every baddie you could think of. Just behind the cube pillar is a switch that needs to be activated.

You now emerge into a new room. Open the right door, go up and turn to the left. Open the door on the right. Head to the small corridor on the left, kill the inhabitants, go back to the main passage







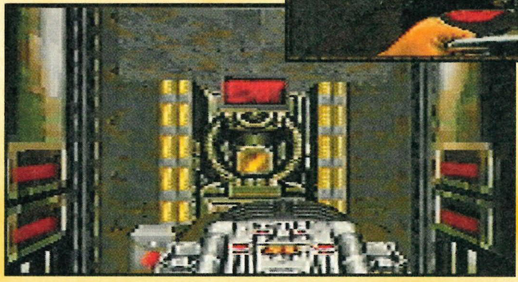
and carry on up it until you arrive in another room. Return to the junction. Take the other door, walk up the staircase and enter the new room. Head for the door at the opposite end of the room. Go up the tunnel and take the door on the left. Go up and to the left. Make your way to the right. Go for the right or left passage to discover the exit passage. Whooah!

Level 14

Kill the first baddie you see with the rocket launcher. Now flick the switch. A doorway now opens up, leading to an open-air place with a green, slime-filled canal running across it. Charge across to the solid ground on the other side. Do the same to the next river too, so that you end up in front of a switch. Activate the switch and grab the power-up. Run around until you reach another lever and then go back to the room which you haven't explored yet.

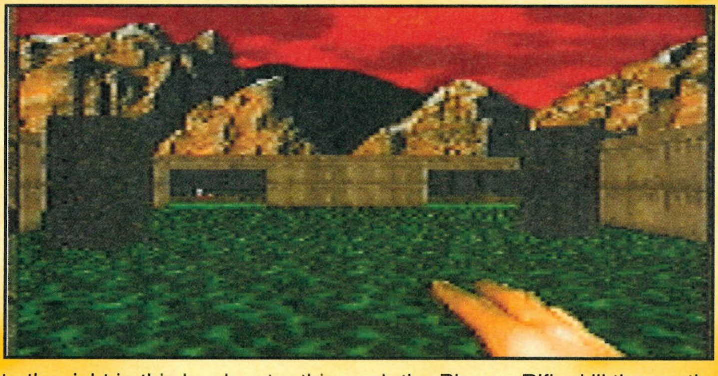
Open the door on the right of the exit. There are two passages here, and if you go down the first one, you can collect a blue key. A door will now open behind you, releasing several new demons. Go to the opposite wall – you can open this one – and collect the chain-saw, make your way to the next passage





and press the switch. Now go up the main walkway, enter the new room and kill the demon that confronts you.

There is a door

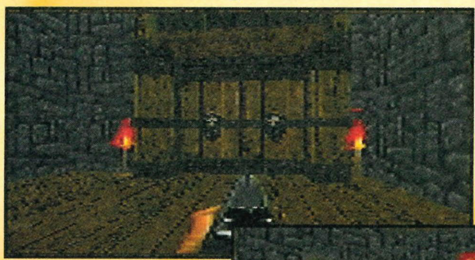


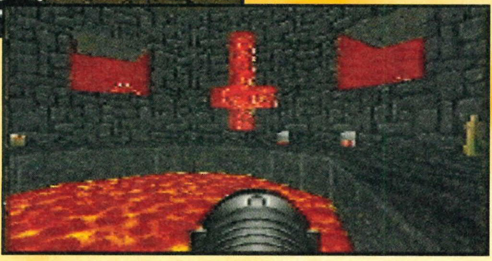
to the right in this level: enter this, grab the Plasma Rifle, kill the nasties behind you and enter the new room. Go back up to the main corridor, go through either of the next two doors and continue up to find a room with several compartments coming off it. Run over the table and into the next section. Return to the exit door to leave this level… for ever!

Level 15

Open the wooden door. Open the door on your right and go down the stairs. Walk through the raised ledge and into the room with loads of fire-breathing critters. Pick up the yellow key, go back and grab the Plasma Gun. Go down the right passage. Go onto the next room with an upside-down cross in it. Go through the door and follow the path to the left. Stand in the chamber directly in front of you to be teleported to a lava-filled room.

The next room along is home to the exit. Go straight in through the wooden door and to the right. The passage is now divided into left and right compartments. In the left compartment is ammo and potion; in the right side is medicine.





Turn to face the way you have just come and open the yellow door on the left. There are two doorways. The first is a room containing a medi-kit and a clip.

The next doorway leads to a courtyard. In the middle of the room is a pillar and on top is the red key card. Go through the smaller room in the back wall and hit the skull switch in here. The pillar now lowers so you can get the key.

Return to where the exit is. Open the red door and hit the skull switch inside. Another skull switch is unveiled so hit this too. A bridge has risen from the slime allowing you to reach the exit.

Level 16

You appear smack in the middle of Hell's worst nightmare. You are surrounded by a good many Barons from Hell, all throwing green fire at you. The only notable feature is that around the outside wall are big geometric rooms, seven in all. In each room is a weapon – and weapons are what you need! Run for either the rocket launcher, chain gun or Plasma rifle. With these you may just have a fighting chance.

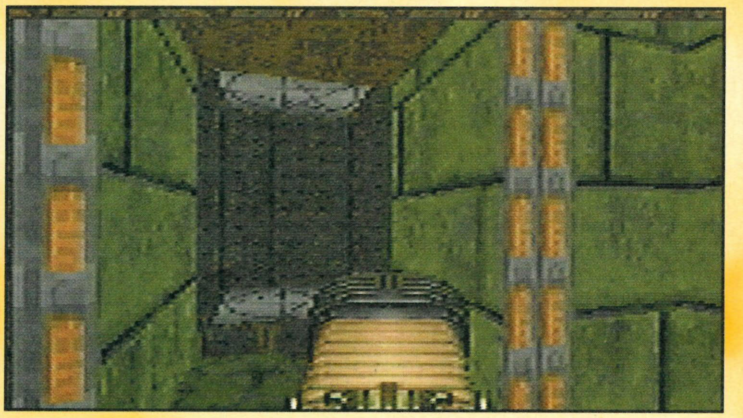


If you come out on top, there'll be a lot of intestines underfoot, half hanging from the torsos of the dead beasts you have slaughtered. Go towards the only door in the area.



Make sure you are prepared for round two. Behind this door are eight Cacodemons, as well as medi-kits, boxes of ammo and a monitor. A blue sphere lies in the very centre of the room. Be careful as you enter this room, as there are a pair of the one-eyed monsters either side of the near wall. Go to the back of the room and there is a secret door you can open between the two figureheads.

In the next room are three doors. There is a switch on the immediate left as you enter. Hit this and the blue door opens to reveal a red key. Open the red door to reach the yellow key. Open the yellow door to reveal a teleporter. You've escaped from Mars!



ALAS, THE END IS NEAR...

Well, that's the end of our monster solution! I hope you've found it useful in surviving on Mars, and remember next issue there'll be yet another Big Solution for you to feast your diddly little eyes on. Right, that's about it from me, but before I go I just want to thank SEGA XS's very own Richard Forsyth for all of his help on completing Doom – he made a hard job a hell of a lot easier. Cheers, mate!

GUIDE

MEGA DRIVE

So, you want to be a star? Mark Pilkington – SegaPro's Mr Catchphrase – has played through all six levels of the hottest platformer in town, Ristar. The only problem was that the experience sent him clinically insane! But before he was taken away by the men in white coats, he managed to come up with the complete solution to the game... Wibble!



Ristar

In a galaxy far, far away



2



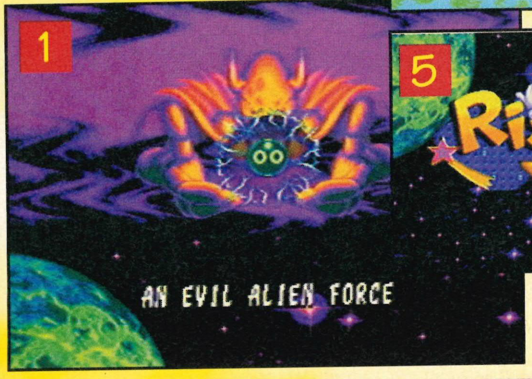
3

The world of Ristar is a peaceful enough one. Or at least it was until the evil space pirate Greedy took control of things! Greedy's taken over the whole of our hero's solar system, and is now planning to use it as a breeding ground for his vile henchmen.

The only hope for the world is that a youthful warrior called Ristar can sort things out pronto! He may be young and inexperienced, but he's also brave, determined and skilled with it. Can he save the galaxy in time? Only you can decide that.



4



1



5

Movin' on up!

He may only be a little star, but he's more versatile than the majority of platform game heroes...



JUMP

Press button C to make the li'l guy jump up into the air. Use the direction pad to guide where he falls.



GRAB

Press the D-pad towards the enemy who you want to maul, and then press button B.



GRAB DOWN

Remember that you can also grab downwards as well. Just jump up and then press Down on the D-pad when you grab.



CLIMB

Once you've grabbed onto a ladder, you can move up or along it by using the direction pad.



LIFT

Press Down on button B and C and then use the D-pad to move the pulley ropes up or down.



Hot to Handle

If you happen to come across a Star Handle in the game, don't hesitate to use it – they're very handy for getting to those hard-to-reach places. Simply jump up, grab onto it and then hold down button B. Depending on which way you're facing, either press the D-pad Left or Right. You'll now start to spin around the Handle faster and faster!

Once sparks start to fly off you, let go of the pole and you'll become a shooting star. You can control where you fly with the D-pad. Whilst in this state, you're turned momentarily invincible and can bump-off any creatures that you crash into.

You can also use the Star Handle to get to the secret bonus levels and earn extra points at the end of the round. 'Handy', eh?

★★★

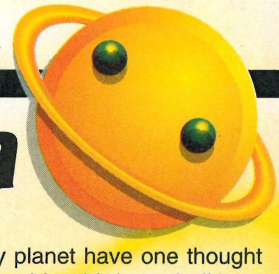
Survival's the Game for us!



- Remember to explore everything and everywhere. Bonk every wall you find – most of them contain some kind of hidden power-up, be it an extra life, points or energy.
- Don't rush around the levels as if you're in a race. Remember, there isn't a time limit for any of the stages, so rushing through the levels will only lead to mistakes.
- Try to make good use of all the Star Handles that you see – they normally lead to lots of lovely power-ups.
- Try to always think ahead when facing a guardian, and you'll find it easier to deal with their next move. Learn their attack patterns!

Da levels!

Each level has its own unique dangers and hazards – all of which can kill a star in a millisecond – so they're probably not the best of places to go for a holiday next year...



Planet Flora

The creatures that inhabit this vile and creepy planet have one thought in mind: kill Ristar! Watch out for the dive-bombing birds and slithery salamanders that are out to get you...



Pick up the extra life that is hidden in this wall – bonk it a few times and it's yours!



Hundreds of dandelion seeds rise up into the air with their stalks still exposed. Grab onto one of these and start to swing from side to side and you should make it onto the platform higher up.



The Star Handle can be found at the end of the first stage, so make good use of it and grab some extra bonus points!



At the end of the first stage, you're confronted by this hideous snake-guardian. He worms his way in and out of the holes, but hit him three times and you can't go wrong.



Just before the end of the first stage, you find another pole – spin on it for points, mate!



Grab these leapin' lizards in your long arms and then head-butt them in the face!



Use your timing skills to kill this evil circling blob – watch out though, he's a bit tricky to nab.



To knock down the trees, simply grab hold of them and then bonk their brains out!



The blob-creature in the basket is easily killed – but he jumps out of the basket as soon as you hit him.



Use the spinner to catapult yourself up to this section and grab the extra energy power-up.



The evil wizard Riho will float above your ground attacks, so use jumping grabs to catch him. When the little creature drops down from his back, bash it with all your might and you'll hurt him! Do this three times to defeat the scoundrel.

Planet Undertow

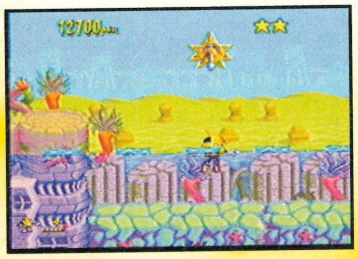
Things get a bit wet in this level, so make sure that you bring a pair of swimming trunks!



Don't worry about these flying fish, just keep on walking right to avoid them.



The mid-level guardian – just shoot the baddies as they drop down next to you to get past this one.



You'll have to jump up to reach this lever.



Pesky frogs will attack you on this section – just hit them to kill 'em!



Destroy these portals to stop the monsters from coming out.



Giant squid-creatures will need to be destroyed in this area. Just head-butt them to death.



This giant fan will blow you into a set of spikes – keep on swimming right to get past it.



Eventually you'll reach this pole at the end of the stage.



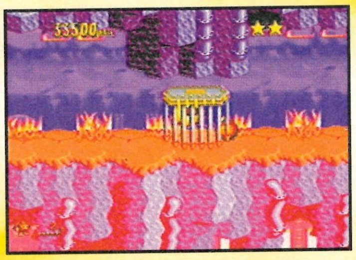
Whack Ohsat every time he swims into the foreground and he'll bang into the plugs that drain away the water.

Planet Scorch

An unstable, volcanic planet, Scorch is hot stuff indeed. Keep an eye out for the traps that have been set up for you...



Use this iron Ristar as a weight to place on the pressure-pads under the cages.



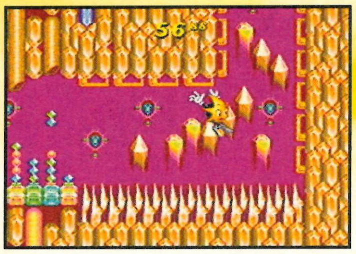
Make sure that you don't get trapped or you'll be burnt.



Remember to make a grab for this pole – or you're toast!



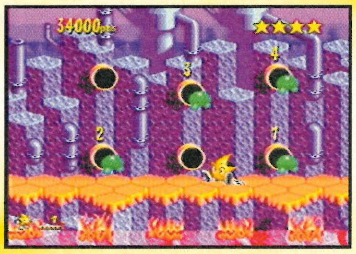
Fly up here and you find yourself right next to the bonus-room pole.



Use the hand-grips to hoist yourself up past these spikes in the bonus room.



You need to run away from the pursuing lava in this section.



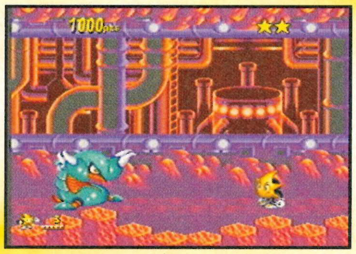
The mid-guardian is a cross between Simple Simon and one of those seaside mole-bashing games. A good memory is needed here.



Watch out: the ground crumbles away from you at this point.



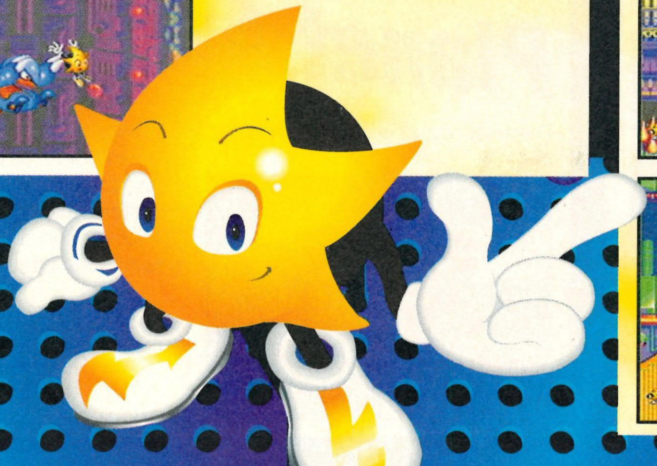
At the end of the round, be prepared to jump onto this lovely pole to gain some points.



Watch out for the fireballs that Adahm lets loose when he does this.



The villain then causes an earthquake before trying to attack you in midair.



Planet Sonata



The next level is supposed to be a place of musical worship? Well, I don't see any sign of Rage Against The Machine, Guns 'N' Roses, The Beastie Boys or The Prodigy, do you? Oh sorry, bad taste doesn't count on this planet!



This funny little bird asks you for the metronome that you should've picked up earlier.



After giving the second bird the metronome, collect the chest and extra-energy star.



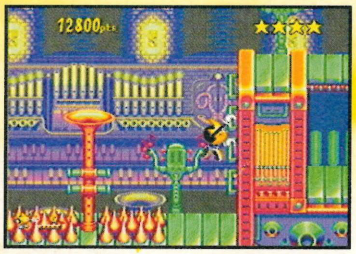
Follow the flashing arrows to find out where to go next…



Watch out for this bird's head – you don't want it to peck you now, do you?



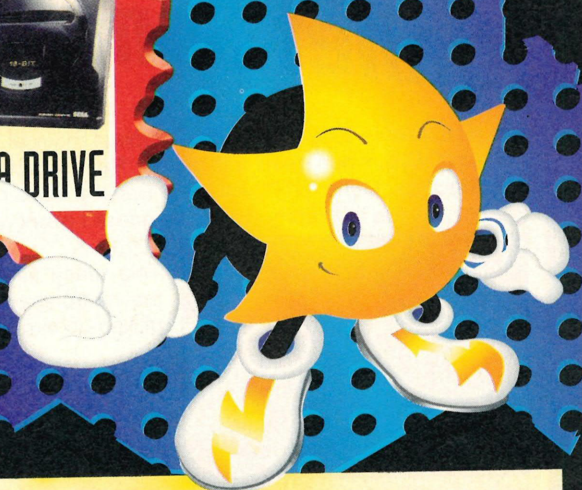
Destroy the robotic, pecking birds' heads by head-butting them. Watch out for the blobs that bounce down upon you.



Jump across these trumpets and then climb up the ladder.

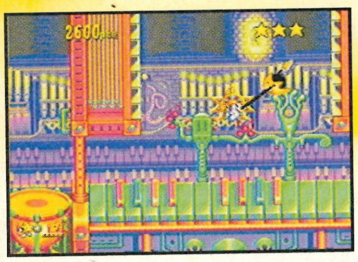


Walk across these dancing guitars when they're upright.





Bounce onto these drums to propel yourself up into the air faster than a bullet.



As per usual, at the end of the stage you have the pole waiting for you.



Continually pound away at this big bird, but watch out for his pecking and feather attacks.

Planet Freon

Blimey, it's freezing cold in this level! The good news is that it's a snowy kind of cold and not the much hated frosty kind of cold. Thank lordy for small mercies, eh?



You'll find the going slippery on this level...





At the start, you'll be slipping down a slope – don't worry, you're not in control of things yet.



The first mid-level baddie chucks snowballs at you.



Make sure that this spitting thing doesn't get you!



These two fishies can make life hell for you.



Watch out for the bombs that this nasty throws at you.



Grab hold of this pole to finish the level.



Avoid this big meanie's attacks and throw the food into his fat mouth to kill him.

Planet Automation

The final planet is a hell-hole, filled with every kind of trap that a madman can think of to kill off little stars!



Keep an eye out for the evil spike-monsters that crop up throughout this level. The only way to kill them is to hit their base when they tilt up.



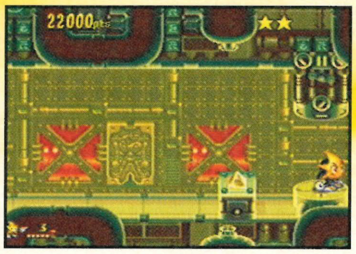
Timing is everything in this stage of the game. Make a grab for the pipes when they move. If you miss them, you'll fall all the way down to the bottom again!



You are able to pick up a pair of handy-dandy flying shoes in the level. You can now fly around as if you're swimming.



These spinning bombs are ultra-dangerous. Try to avoid them if you can, or you'll just end up losing lots of precious energy.



Once you've picked up a jewel and placed it in its holder, the teleporters become active. Step into the port and you're taken to another part of the planet.



Continually bash into this huge blue monster and eventually he crumbles.



Work your way up through these spinners to send yourself soaring high up through the level.



Try to keep yourself in the foreground at all times during this section, because you won't be able to make yourself out in the background.



Uranium's the final bad guy in the game, and to kill him all you have to do is keep an eye on the giant crane and bash anything that moves.



The last thing that you want to do now is lose a life, but if you do, you'll find it much easier reaching this point the second time around.

We got the Powa!

To give you a hand in your valiant li'l quest, here's a brief description of what each power-up in the game does...



EXTRA LIFE: Guess what this icon does? Yep, an extra life it is!



ENERGY RESTORE: Maximum energy is restored when you collect this icon.



GEM: More points than you've ever imagined possible are yours when you collect this sexy-looking thing!



ENERGY STAR: A little bit of energy is yours when you grab this power-up, mate!



IRON MAN: You use this little iron Ristar when you make it to the planet Scorch.



BONUS ICON: In each bonus level of the game, there is an icon which you have to collect to score more points than I've had pints!

Public enemy Number One!

There are loads of different enemies for the brave little Ristar to head-butt in the game. Here are just some of them...



CREEPY FACE: This hideous-looking stone face is home to hundreds of little baddies – destroy it to stop them getting out.



PUFFER FISH: Thanks to their ability to puff themselves up, these guys can be troublesome to avoid.



BLOB: The blobs are the most common monsters you'll have to destroy in this game.



BUNNY: Looking like it's on some sort of illegal substance, this creepy bunny can prove to be a problem for even the bravest of stars.



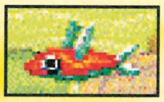
CAGE: This cage is a problem on the fire-world when it can suddenly drop down and trap you.



JELLY MONSTER: Yer basic baddie, really. Nutt 'im in the 'ead, geezer!



FIERY BEARD: Watch out for this baddie – he's a lot more than just hot air!



FISH: This flying fish won't really trouble you too much, but keep your wits about you if he does.



BIRD: This beastly little bird will badger you by dropping bombs on your bonce!



FROG: These frogs like to jump, so watch it when you go up against them.



STARFISH: These starfish will slow you down when you walk on dry land.

PROFILE

SEGA PRO PRO FILE

100s of Sega games listed and rated!

Welcome to the Sega games bible! If you're thinking of buying a game for any of the Sega consoles, check it out here first. All the ratings have been adjusted so you can compare old games with newer ones and make the right purchasing decisions.

Mega Drive



1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally outdated but still great fun. 60%

688 ATTACK SUB
SEGA
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 65%

ACME ALL-STARS
KONAMI
The Tiny Toons play five different sports including football, basketball and ten-pin bowling. With cute graphics and decent playability, this is a good value package. 82%

ADDAMS FAMILY
ACCLAIM
With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay for all platform lovers. Only the standard jump 'n' collect concept pulls this down from the likes of Mario. 75%

AERO THE ACROBAT
SUNSOFT
Get in on the circus act in this platformer. A lot of old ideas but you'll still enjoy shooting from a cannon and jumping through flaming hoops. 77%

AFTER BURNER II
SEGA
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 60%

AIR DIVER
IMPORT
Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and some tough guardians. 67%

ALADDIN
SEGA
This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 90%

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 65%

ALEX KIDD IN ENCHANTED CASTLE
SEGA
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 48%

ALIEN 3
FLYING EDGE
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the greenest beginner. 63%

ALIEN STORM
SEGA
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics look pretty good, but it'll all be over too soon. 60%

ALISIA DRAGOON
SEGA
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of Valis. Few lives and tough guardians, very challenging. 68%

ALTERED BEAST
SEGA
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 28%

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 55%

ANDRE AGASSI TENNIS
TECMAGIK
Each computerised competitor was digitised from real life action. Sprites are well drawn but they move much too quickly. 59%

ANIMANIACS
KONAMI
The wackiy cartoon stars hit the MD in this amusing platformer. Zany humour and lots of puzzles make it a good laugh. 80%

ANOTHER WORLD
VIRGIN
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 81%

ARCH RIVALS
FLYING EDGE
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 52%

ARCUS ODYSSEY
IMPORT
RPG in the style of Gauntlet. Two players simultaneously vandalise eight graphically excellent levels.There's a much-needed password save. 67%

ARIEL: THE LITTLE MERMAID
SEGA
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 61%

ARNOLD PALMER TOUR GOLF
SEGA
One of the first golfing games, but still holding its own with the likes of PGA Tour Golf. Real feeling of being out there on the course. 70%

ART OF FIGHTING
IMPORT
A classic Neo Geo beat-'em-up transformed into a very average MD game. Only for NG fans and those seriously into nostalgia. 60%

ATOMIC RUNNER
SEGA
Impressive graphics and funky sound FX make this a solid platform shoot-'em-up. However, there are far better ones around. 50%

AWESOME POSSUM
IMPORT
An ecological platformer it may be but awesome it ain't. Recycle the cart – you could use it as an ice hockey puck or something. 23%

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 71%

BACK TO THE FUTURE 3
SEGA
Marty McFly, animated in the worst possible taste, proves to be a serious letdown in this disappointing film licence. Don't even think of testing it out! 20%

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts (and walls) to crack. 56%

BALLZ
ACCOLADE
Surely one of the strangest beat-'em-ups ever made, this features clowns, ballerinas and rhinos – all made up of balls in a clever 3-D view. Refreshingly different and playable. 90%

BARKLEY, SHUT UP AND JAM
ACCOLADE
Playable basketball sim that's unfortunately weak on challenge. Only worth a look if you've got three bored mates and a four-way tap. 72%

BART VS THE SPACE MUTANTS
FLYING EDGE
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so well done; the graphics, the difficulty, the sound, etc and it's packed with challenge. 78%

BART'S NIGHTMARE
ACCLAIM
Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 70%

BATMAN
SEGA
This fair conversion starring the caped crusader may get a tad boring, but the accurate graphics hold things together. 62%

BATMAN RETURNS
SEGA
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time, even for Bat-fans. 36%

BATMAN: REVENGE OF THE JOKER
IMPORT
Better than other Sega versions – which isn't saying that much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. Whammo! 72%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 70%

BATTLE MASTER
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 62%

BATTLETECH
SONY
Control a high-tech Mech monster around isometric levels in this tactical shoot-'em-up – a sort of Desert Strike with robots. Great graphics and lots of addictive action. 83%

BATTLETOADS
SEGA
This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure, but not very playable. 34%

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures – there's nothing at all nice about this dreadful game. 16%

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than the usual outer-space stuff. It's a bit of a laugh for a while, but soon becomes repetitive and boring. 47%

BLADES OF VENGEANCE
ELECTRONIC ARTS
You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete undeath. 59%

BLASTER MASTER 2
IMPORT
A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's just so easy. 52%

BLOCK-OUT
ELECTRONIC ARTS
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging stuff. 68%

BOB
ELECTRONIC ARTS
A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 53%

BONANZA BROS
SEGA
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in the two-player mode you'll soon have the lot completed. 52%

BONKERS
SEGA
Originally intended as part of Sega's Kids Range, this represents pretty good value with four simple but playable games in one. 74%

BOXING LEGENDS OF THE RING
ELECTROBRAIN
A well put-together fisticuffs package with big sprites and plenty of guts. Just lacks that killer instinct and flashy style. 78%

BRETT HULL HOCKEY '95
ACCOLADE
This ragged ice-hockey sim has nice isometric graphics but slips up with poor playability. No match for EA's *NHL* series. 45%

BUBBA 'N' STIX
CORE DESIGN
Play delivery man Bubba in this extremely puzzling platformer. The very intelligent gameplay and undeniably top-notch presentation will have you exploring level after level. 80%

BUBBLE & SQUEAK
SUNSOFT
Cool platform adventure with puzzles revolving around helping yourcomputer-controlled sidekick (Squeak) around the levels. Addictive gameplay and great graphics. 88%

BUBSY
ACCOLADE
Guide Bubsy around his back garden. Cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over lastability. Good platform fun, though. 76%

BUBSY II
ACCOLADE
Excellent follow-up with lots of cute platform action that's ideally suited to younger players. Stunning cartoon animation and lots of clever subgames make it very entertaining. 86%

BUCK ROGERS
ELECTRONIC ARTS
Entry-level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 68%

BUDOKAN
ELECTRONIC ARTS
The presentation builds up a terrific atmosphere. It's just a shame that beneath it's only a shallow beat-'em-up with few opponents and limited moves. 50%

BULLS VS BLAZERS
ELECTRONIC ARTS
A very realistic basketball sim – fast and superbly simulated. The wide variety of shots, dunks and slams gives you a great choice of options, making the game a very playable affair. Not quite up to NBA Jam standard, though. 70%

BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times again. 22%

CALIFORNIA GAMES
SEGA
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 52%

CANNON FODDER
VIRGIN
Sensible's wacky shoot-'em-up has you guiding a group of soldiers around overhead-view stages, blasting enemy troops, vehicles and buildings. As playable as it is funny. 90%

CAPTAIN AMERICA AND THE AVENGERS
SEGA
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 32%

CAPTAIN PLANET
SEGA
Join the Planeteers in an all too typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 34%

CASTLE OF ILLUSION
SEGA
If you haven't got this, what have you been doing? This game has absolutely everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. More than this, it's good fun too! 85%

CASTLEVANIA
KONAMI
Travel to Transylvania to stake out the naughty old Count in this very pretty platformer. Choose to be whip-lashing Johnny Morris (!) or spear-poking Eric battling through countless spiralling levels. 84%

CENTURION
ELECTRONIC ARTS
A welcoming historical strategy game with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 60%

CHAKAN
SEGA
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 65%

CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between Super Off Road and Super Sprint with a good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 60%

CHAMPIONSHIP BOWLING
IMPORT
An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 61%

CHAMPIONS WORLD CLASS SOCCER
ACCLAIM
Ryan Giggs's endorsement doesn't improve an average footy game. Lacks the precision of Sensi and the passion of FIFA. You'll score a lot though. 70%

THE CHAOS ENGINE
MICROPROSE
A conversion of the 'classic' computer game with a fun two-player mode. So long after the original, it looks a bit dated. 54%

CHESTER CHEETAH
IMPORT
A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at Rocket Knight Adventures for a decent alternative. 35%

CHUCK ROCK
VIRGIN
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 70%

CHUCK ROCK 2
CORE DESIGN
A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 63%

CLAYFIGHTER
INTERPLAY
A conversion of the zany SNES beat-'em-up with claymodelled fighters. Sadly it isn't too good and lacks playability. 49%

COOL SPOT
VIRGIN
Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 83%

COLLEGE FOOTBALL
ELECTRONIC ARTS
A halfway experiment between Madden'93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation. 81%

COLUMNS
SEGA
Such simple puzzle games as this never seem value for money, but when you'll play them for ages like this it all becomes clear. 80%

CORPORATION
VIRGIN
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 82%

COSMIC SPACEHEAD
CODEMASTERS
Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 79%

CRACKDOWN
SEGA
Wander around Gauntlet-style levels, shooting everything that moves. The graphics are detailed and the gameplay addictive. 67%

CRASH DUMMIES
ACCLAIM
Old platform styles revisited in this smash-'em-up. Entertaining gameplay coupled with some good animation makes for fun. Too easy, though. 70%

CRUE BALL
ELECTRONIC ARTS
Fast and furious pinball simulator. Tries to better the classy Dragon's Fury, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 54%

CYBERBALL
SEGA
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

CYBORG JUSTICE
SEGA
This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 57%

DAFFY DUCK IN HOLLYWOOD
SEGA
The plucky cartoon hero stars in his first MD game. Of course, it's a platformer, but a pretty good one all the same. Good graphics, humorous touches and plenty of playability. 83%

DARK CASTLE
ELECTRONIC ARTS
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button within no time. 38%

DARWIN 4081
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with Darwin 4081 it's simply a pleasure. Spectacular graphics and gripping action. 78%

DASHIN' DESPERADOES
IMPORT
A two player 'collect the items' format where you race each other across a split-screen. Awkward controls and pretty dull tasks make this more than a bit of a bore. 48%

DAVE ROBINSON'S SUPREME COURT
SEGA
The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Good in all areas, but a pity the players aren't real. 75%

DAVIS CUP TENNIS
TENGEN
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 73%

DEADLY MOVES
IMPORT
Poor attempt at a Street Fighter II clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

DECAP ATTACK
SEGA
Same game as Magical Flying Hat Turbo Adventure with Gothic graphics and gory killings. Big and pretty playable. 68%

DESERT STRIKE
ELECTRONIC ARTS
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 87%

DICK TRACY
SEGA
Loads of neat cartoon statics and a decent attempt at character sprites, but game lacks originality. 61%

DINO DINI'S SOCCER
VIRGIN
The creator of the Kick Off games switches sides to bring us his best footy game yet. The complex controls are tricky at first but result in extremely skilful play. 91%

DINOSAURS FOR HIRE
SEGA
Basically your average shoot-'em-up with good animation and an excellent difficulty level. On the other hand, long-term lastability could be a problem. 73%

DOUBLE CLUTCH
SEGA
Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 68%

DOUBLE DRAGON 3
FLYING EDGE
A very sad episode in the abysmal Double Dragon battle. Five stages of repetitive and graphically useless street fighting. 35%

DOUBLE DRAGON V
IMPORT
The fifth instalment in the long-running series sees a change of style to a one-on-one beat-'em-up. Mediocre action where bouts can be won by simple punching and kicking. 63%

DRACULA
PSYGNOSIS
Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes. 55%

DRAGON
VIRGIN
A rather tame beat-'em-up that fails to capture the exciting and absorbing gameplay of Eternal Champions and Street Fighter II. 70%

DRAGON'S FURY
DOMARK
Official release of Devilish. Stunningly addictive pinball game that has superb graphics and sound with tons of brilliant bonus rooms. 80%

DRAGON'S REVENGE
TENGEN
The sequel to Dragon's Fury is just as addictive and furious as its predecessor. Lots of diverting bonus levels too. Just a shame it's only got the one pinball table. 83%

DUNE 2
VIRGIN
A cracking strategy release that has you building a spice complex on Arrakis and trying to wipe out rival clans. 86%

DYNAMITE DUKE
SEGA
The Op Wolf-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 63%

DYNAMITE HEADDY
SEGA
An appealing platformer with a cute main character who can change heads to do different things. Very playable with lots of attractive graphics to see. 83%

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 62%

EA HOCKEY
ELECTRONIC ARTS
Was, in its day, one of the most accurate sport conversions ever. However,the improved NHLPA Hockey puts it down a few points. 81%

EARTHWORM JIM
VIRGIN
Dave Perry's platform game has playability and humour coming out of its ears. You play a superhero worm who whips baddies with his body! Superb fun with a strong challenge. 93%

ECCO
SEGA
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. A refreshingly original game. 83%

ESCAPE FROM MARS STARRING TAZ
SEGA
Follow-up to Taz-Mania featuring more top-notch animation. The platform action is good fun, if a little predictable. 83%

EUROPEAN CLUB SOCCER
VIRGIN
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Hardly in the same league as FIFA, though. 66%

ETERNAL CHAMPIONS
SEGA
A strong contender for the SFII 'best beat-'em-up' title. Very neat sprites, special moves and features make this a really exciting bash! 84%

EVANDER HOLYFIELD'S BOXING
SEGA
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. 76%

EX-MUTANTS
SEGA
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 57%

F1
DOMARK
Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 80%

F-1 CIRCUS
IMPORT
Addictive and playable, F-1 Circus was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's fun. 68%

F-1 GRAND PRIX
IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as F-1 Circus, but the visuals are superior. 71%

F-15 STRIKE EAGLE II
MICROPROSE
This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 78%

F117 – NIGHT STORM
ELECTRONIC ARTS
Pilot the stealth bomber through numerous special missions. More strategy then seat-of-the-pants flying as you use the latest laser-guided weaponry. For hardened flight-sim fans. 74%

F-22 INTERCEPTOR
ELECTRONIC ARTS
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 60%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS
One of the biggest and most challenging games ever. Fans of RPGs will enjoy it, but it's also very accessible for newcomers. 71%

FANTASIA
SEGA
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 65%

FANTASTIC DIZZY
CODEMASTERS
Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and puzzles. 80%

FATAL FURY
SEGA
A fairly credible Street Fighter II clone with plenty of action and moves. But the interest will falter, unless you play it on the hardest difficulty setting. 74%

FATAL LABYRINTH
SEGA
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 58%

FATMAN
IMPORT
This is no Street Fighter II, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 60%

FIDO DIDO
KANEKO
A very inventive platformer with lots of puzzles to solve and bonus mini-games to play for extra points. This could keep you jumping about for hours. 73%

FIFA INTERNATIONAL SOCCER
ELECTRONIC ARTS
SegaPro Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. 90%

FIFA SOCCER '95
ELECTRONIC ARTS
Even better than the original footy masterpiece featuring more options, tournaments and teams. Not only have the graphics and sound been improved, but the action is made more skilful thanks to the much easier passing. 94%

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 20%

FINAL BLOW
IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 32%

FIRE SHARK
SEGA
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 60%

FLASHBACK
US GOLD
If you thought Another World was good, wait until you see this! It has more than the first version with better graphics and animation. 86%

FLICKY
SEGA
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 27%

FLINK
PSYGNOSIS
At first it looks like another sickeningly cute platformer, but this is surprisingly addictive with plenty of tricky puzzles to solve as you collect ingredient for magic spells. 89%

FORGOTTEN WORLDS
SEGA
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 62%

G-LOC
SEGA
More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 70%

GADGET TWINS
IMAGITEC
Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 78%

GAIARES
IMPORT
Yet another old coin-op conversion. Gaiares, however, is still an impressive shoot-'em-up which should keep most blast-'em fans happy despite its lack of originality. 74%

GAIN GROUND
SEGA
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 77%

GALAXY FORCE II
SEGA
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 10%

GAUNTLET IV
TENGEN
With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 73%

GENERAL CHAOS
ELECTRONIC ARTS
The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this a very original piece of software for your games collection. 86%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
A poor attempt that should have been put to sleep the moment that the programmers finished it. No comebacks please! 40%

GHOSTBUSTERS
SEGA
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA
An ancient but great coin-op conversion that has become a classic. This enjoyable hack-'em-up platformer that is worth playing– if only for old time's sake. 77%

GLOBAL GLADIATORS
VIRGIN
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 80%

GODS
ACCOLADE
A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 79%

GOLDEN AXE
SEGA
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 57%

GOLDEN AXE II
SEGA
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but definitely not both. 55%

GOLDEN AXE III
IMPORT
The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 58%

GRANADA X
SEGA
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 61%

GRANDSLAM TENNIS
SEGA
Run-of-the-mill tennis game, unofficially released as Jennifer Capriati Tennis. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 55%

GREENDOG
SEGA
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 70%

GREY LANCER
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and some great gameplay. The weapon selection adds to the fun. 74%

GRIND STORMER
IMPORT
Blaster that's way past its prime. Fine a couple of years ago but totally out of place now. 57%

GUNSHIP
US GOLD
A below-average helicopter adventure that never gets off skimming the ground. Various arcade missions that lack depth and challenge. 39%

GUNSTAR HEROES
SEGA
The original ideas and unique gameplay add to the fun and excitement of this two-player shoot-'em-up that boasts effective and colourful backdrops. 80%

GYNOUG
SEGA
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 60%

HARDBALL III
ACCOLADE
Baseball games come and go, but Hardball III will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 76%

HARD DRIVIN'
TENGEN
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its flaws, a playable driving game. 68%

HAUNTING
ELECTRONIC ARTS
Vito and Flo have made sure their brother has a hasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 64%

HEAVY UNIT
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 58%

HELLFIRE
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 59%

HERZOG ZWEI
SEGA
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 66%

HIGH SEAS HAVOC
IMPORT
A dull Sonic clone that you'll soon tire of. Some of the backgrounds and sprites might cheer you up but the challenge and gameplay is very depressing. 58%

HIT THE ICE
IMPORT
This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, there's no incentive to progress. 32%

HOOK
SONY
If you play this you'll probably wish Peter Pan would grow-up. A very ordinary platform adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. 54%

HOME ALONE
SEGA
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 42%

HUMANS
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 75%

HYPERDUNK
KONAMI
Although lacking flair this is a solid eight-player basketball release. Nonstop action combined with a fair dose of strategy and challenge will keep you dunking for a while. 77%

IMG INTERNATIONAL TOUR TENNIS
ELECTRONIC ARTS
Very fiddly controls could put many players off this, but it is a very realistic simulation of the sport with 30 genuine players. 80%

THE IMMORTAL
ELECTRONIC ARTS
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences to savour. 74%

INDIANA JONES: LAST CRUSADE
US GOLD
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 62%

INSPECTOR X
IMPORT
This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to the task like a limpet, the graphics continue to surprise and the sound just keeps that adrenaline pumping. A great blast. 82%

INSTRUMENTS OF CHAOS
IMPORT
One of the worst platformers you're ever likely to meet. Ought to be bull-whipped. 29%

INTERNATIONAL SENSIBLE SOCCER
SONY
Cut-price special version, featuring authentic teams in a World Cup tournament. Plays exactly the same as the original. 87%

J LEAGUE PRO STRIKER
IMPORT
Soccer is becoming big in Japan and this game coincided with the start of their new J League. A good footy sim, with everything you'd expect in a match, including a four player option. Superseded by FIFA, though. 77%

J LEAGUE PRO STRIKER 2
IMPORT
Very, very similar to the original with the same niggles of unintelligent player positioning and awkward controls. Not bad, though. 78%

JAMES POND
ELECTRONIC ARTS
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. The later Pond games are better. 60%

JAMES POND II
ELECTRONIC ARTS
Some said this was better than Sonic – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's really great fun to play. Withouf doubt the best of the Pond trilogy. 80%

JAMES POND III
ELECTRONIC ARTS
The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. Not quite as good as JP II though. 78%

JAMMIT
VIRGIN
A different view on basketball as you jump in close-up to jam it in. Not enough moves and a one-player challenge that's incredibly easy spoils an otherwise reasonable title. 70%

JELLY BOY
OCEAN
A platformer with a wobbly hero who can morph into objects such as balloons and hammers. Fairly playable stuff. 74%

JEWEL MASTER
SEGA
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 51%

JIMMY WHITE'S SNOOKER
VIRGIN
A superb conversion of the popular computer game. You have full control over the excellent 3-D views, making playing shots very realistic. The perfect snooker simulation. 92%

JOE MONTANA FOOTBALL
SEGA
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 47%

JOE MONTANA II
SEGA
This Sportstalk game from Sega includes some real-life running commentary. Very innovative, but it's far from making it a big hit. The side-on view is just nothing like as good as the 3-D one used by the John Madden games. 62%

JOE MONTANA III
SEGA
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's standard-setting Madden series. Nice try, all the same. 79%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to score touchdowns. 77%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS
An update on the graphics and sounds of JM. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 80%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have Madden '92, but if you haven't got one, buy this. 82%

JORDAN VS BIRD
ELECTRONIC ARTS
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent set of full game options. 65%

JUNCTION
IMPORT
Junction mixes Pipe Mania with a slide puzzle, resulting in a very challenging game. 70%

JUNGLE BOOK
VIRGIN
Incredibly well-animated platform adventure. Fantastic to watch. Only let down by not quite enough challenge. 80%

JUNGLE STRIKE
ELECTRONIC ARTS
Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this represents an awesome leap forward from Desert Strike. 91%

JURASSIC PARK
IMPORT
The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 75%

KABUKI SOLDIER
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 60%

KA-GE-KI
IMPORT
Also known as Fists Of Steel, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KEIO FLYING SQUADRON
IMPORT
An import shoot-'em-up featuring loads of guardians and a variety of pick-ups. Graphics are large and detailed, it's only the repetitive gameplay pulling this one down. 49%

KICK BOXING
IMPORT
A beat-'em-up of the tournament variety. Some nice training options and tough opposition compensate to some extent for a weak two-player mode. 69%

KICK OFF 3
VIC TOKAI
Very disappointing episode in the Kick Off series. It substitutes the old overhead view with a FIFA-style isometric one, but the fiddly gameplay is totally lacking in skill and excitement. 44%

KID CHAMELEON
SEGA
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 79%

KING SALMON
IMPORT
Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 58%

KING OF THE MONSTERS
SEGA
King of the Monsters isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 50%

KLAX
DOMARK
This is still one of the most infuriating and challenging puzzle games to play. Excellent sound and constantly changing background graphics ensure that this has lasting appeal. 75%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 60%

LANDSTALKER
SEGA
An interactive adventure where you'll talk as much as you'll hack. Atmospheric and challenging as you set out to find the king's lost treasure. 80%

PROFILE

LAKERS VS CELTICS
ELECTRONIC ARTS
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It looks good and plays well enough. 70%

THE LAWNMOWER MAN
TIME WARNER
A multitude of gaming ideas are rolled into one for this belated licence of the virtual reality movie, with 3-D flying, platform shoot-'em-up and puzzle stages. Not bad. 74%

LEMMINGS
SEGA
The classic puzzle game is well converted to the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super-addictive brain-bending fun with wicked tunes for every level. 88%

LEMMINGS 2
PSYGNOSIS
Superb sequel that's even more addictive than its predecessor. The Lemmings now have nearly 50 different skills to use in 120 brain-bending stages. You'll be completely hooked. 91%

LETHAL ENFORCERS
KONAMI
A light-gun game of stunning simplicity as you blast the bad guys away. Mindless – but not gutless – shooting fun, this is probably the ultimate stress-reducing experience. 78%

LETHAL ENFORCERS II
KONAMI
This excellent sequel takes us back to the Wild West for a good old-fashioned shoot-out with bandits and Indians, using a Justifier light gun or joypad. Packed with humour and playability. 85%

THE LION KING
VIRGIN
Another brilliant Disney licence does justice to the blockbuster movie. Like Aladdin it's a standard platform game, but a very polished and playable one. 90%

LOST VIKINGS
VIRGIN
A puzzling platformer in which you control three characters (up to two at once). It just fails to be all-round brilliant as the control method is unsatisfactory. Can get frustrating at times. 82%

LOTUS II: THE ULTIMATE CHALLENGE
ELECTRONIC ARTS
A racing game where the main difficulty is under-responsive controls. Still, bombing through desert, wind and rain is really quite fun. Super fast Turbo Zones are good too. 68%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over many other racers. 79%

M1 ABRAMS BATTLE TANK
SEGA
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 76%

MADDEN '94
ELECTRONIC ARTS
The series continues with this stormer of a simulation! More detailed sprites, a better view of the action and just as much strategy and gameplay improve on all previous attempts. 89%

MADDEN '95
ELECTRONIC ARTS
This marginally improves on its predecessor with full player stats, substitutions and injuries, plus updated NFL rules. 90%

MARBLE MADNESS
ELECTRONIC ARTS
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 72%

MARIO LEMIEUX HOCKEY
SEGA
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and NHLPA Hockey runs all over it. 59%

MARKO'S MAGIC FOOTBALL
DOMARK
Great animation in this platformer with a footy to help you past obstacles and baddies. Could get repetitive though. 79%

MASTER OF WEAPON
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 60%

MAZIN WARS
SEGA
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 73%

MCDONALD'S TREASURELAND ADVENTURE
SEGA
A colourful and innovative scroller that sees you piloting Ronald to the treasure (not the till). Fun and frolics in his own fantasy world. 74%

MEAN BEAN MACHINE
SEGA
Originally reviewed as Jap import Puyo Puyo Sega gave this puzzle game a Robotnik flavour but didn't touch its addictive qualities. One of the best two-player games around. 90%

MEGA BOMBERMAN
SEGA
Plug in your Sega Tap and bomb your friends in one of the best multiplayer games ever. Incredibly competitive, addictive stuff. 90%

MEGA LO MANIA
VIRGIN
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 88%

MEGAPANEL
IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an incredibly addictive game. 80%

MEGA TURRICAN
IMPORT
A classic shoot-'em-up that still has most of the right stuff to make a good game. Looks tired but still good for a blast. 70%

MERCS
SEGA
Identical to the arcade, this boasts stunning graphics and beefy sounds, but it should be too easy for most players. 68%

MICKEY MANIA
SONY
Slick platformer with Mickey revisiting seven of his classic cartoons – all portrayed in authentic period style. Another Disney treat. 87%

MICRO MACHINES
CODEMASTERS
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

MICRO MACHINES 2
CODEMASTERS
An astoundingly addictive sequel with new vehicles and twice as many courses to race around. The J-cart means four-player (or eight sharing joypads!) fun without an adaptor. 94%

MiG-29 FIGHTER PILOT
DOMARK
A challenging and exciting flight sim that takes you through five tough missions. Great polygon graphics and relentless cockpit drama. 80%

MIGHT & MAGIC
ELECTRONIC ARTS
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 79%

MIGHTY MAX
SONY
Even the split-screen two-player mode is dull in this laborious platform game with very samey levels. 58%

MIKE DITKA FOOTBALL
BALLISTIC
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 73%

MONSTER LAIR
SEGA
Controlling a sword-wielding young lass may get you rather excited, but the whole adventure of hacking through the greenery soon gets very tedious. 40%

MOONWALKER
SEGA
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 68%

MORTAL KOMBAT
ACCLAIM
A one-on-one beat-'em-up that's almost a perfect conversion of the classic arcade original. The life-like graphics and superb animation make for exciting, gory fights. 87%

MORTAL KOMBAT II
ACCLAIM
The eagerly awaited sequel exceeds all expectations with more gore and new characters. Great graphics and a host of special moves make this the champion of beat-'em-ups. 97%

MR NUTZ
OCEAN
Not as graphically impressive as on the SNES, but you'll go nuts about the addictive and challenging platform action. 88%

MUHAMMAD ALI'S BOXING
VIRGIN
There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 78%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS
A great idea that is let down by the lack of depth that made the John Madden series a timeless classic. If you found John Madden too deep, then try this for more fun. 70%

MUTANT LEAGUE HOCKEY
ELECTRONIC ARTS
An attempt to pump up the comedy as players explode, get chainsaw-ed or vanish down holes in the ice. Funny or sick, it's up to you – but the gameplay is still shallow overall. 73%

NBA ALL STAR CHALLENGE
IMPORT
The lack of a full-game tournament option lets it down, but there's still lots of challenge in competing against against the CPU or a second human player. 65%

NBA JAM
ACCLAIM
The most addictive basketball title yet. Pick it up and you'll be hooked for hours on end. Although full of sparkling moves and set-pieces it's sheer playability that makes it a winner. 91%

NBA LIVE '95
ELECTRONIC ARTS
An updated and improved version of the earlier NBA Showdown with better playability. Not as much instant fun as NBA Jam but the full NBA season should please basketball fans. 83%

NBA SHOWDOWN
ELECTRONIC ARTS
At the more strategic end of the basketball spectrum this suffers from a slight lack of polish. Plenty of options and a tough league will make this appeal to hardened basketball fans. 78%

NEWMAN HAAS INDYCAR RACING
ACCLAIM
Nigel Mansell stars in this mediocre simulation that omits the Indy 500! The racing is simplistic with a lack of proper crashes. 60%

NFL QUARTERBACK CLUB
ACCLAIM
Really two games in one with a multi-even quarter-back challenge and standard gridiron sim. Mediocre, though. 63%

NHLPA HOCKEY '93
ELECTRONIC ARTS
A great ice-hockey simulation. Similar to the original, EA Hockey, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 85%

NHL HOCKEY '94
ELECTRONIC ARTS
In contrast to NHLPA '93, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the lack of fights and difficulty in scoring, this rates lower than NHLPA '93. 75%

NHL '95
ELECTRONIC ARTS
The best of the NHL series with some new shots, a redesigned rink and, best of all, a full championship season. 87%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
IMPORT
Our Nige stars in an only average racing game. The lack of a two-player mode really stalls this on the starting grid before it has a chance to catch up. 55%

NORMY
ELECTRONIC ARTS
A disappointingly normal platformer with only a few wacky sprites, jokes and bizarre situations to save the day. 60%

OLYMPIC GOLD
US GOLD
The MD is short of this kind of sporting compilation, but Olympic Gold more than manages to fill the gap that has been created. Best played with a crowd of players. 71%

THE OTTIFANTS
SEGA
Cute graphics as Baby Bruno tries to find his dad and ends up in his own daydream. Slick throughout and good platform entertainment. 78%

OUTLANDER
IMPORT
A drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 55%

OUT RUN
SEGA
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 61%

OUTRUNNERS
IMPORT
Ace in the arcades – this is a good looking conversion with lots of tracks but it's just far too simple to control. 73%

PAC-MANIA
DOMARK
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, making it a joy to play. 70%

THE PAGEMASTER
SEGA
Licence of the animated movie with an interesting story line and some nice visuals. The platform action is predictable, though. 74%

PAPERBOY
DOMARK
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks a two-player versus mode. 55%

PAPERBOY 2
DOMARK
Another fine conversion, but still no two-player vs mode. If you are a fan of Paperboy, then this is more of the same, with little else added. 60%

PEBBLE BEACH GOLFLINKS
IMPORT
Just because this begins with the same letter as PGA doesn't mean it's a patch on it. Bad controls and only one course (!) will have you running straight to the clubhouse. 50%

PELE
ACCOLADE
Inferior soccer sim from the Accolade stable. Bad controls and poor graphics will frustrate and annoy most players. Leave it on the bench. 56%

PETE SAMPRAS TENNIS
CODEMASTERS
Wonderful tennis game. The depth of gameplay is a joy as there are always new shots to learn. It's even got four-player built-in! 90%

PGA TOUR GOLF
ELECTRONIC ARTS
Slightly better than Arnold Palmer due to its much greater realism (you will even get the occasional bird tweeting in the trees) and improved graphics. 85%

PGA TOUR GOLF II
ELECTRONIC ARTS
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge, but it is very similar to the original. 88%

PGA EUROPEAN TOUR GOLF
ELECTRONIC ARTS
Still the same PGA formula but the European players and courses lend this a much more interesting flavour. Better, but perhaps not worth it if you already own a PGA title. 89%

PGA TOUR GOLF III
ELECTRONIC ARTS
Yet another update of the classic golf game with four new courses (and four oldies) to play. Apart from some improved presentation it isn't very different from its predecessors. 89%

PHANTASY SOLDIER 3
IMPORT
As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 80%

PHANTASY STAR II
SEGA
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 60%

PHANTASY STAR III
SEGA
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 70%

PIRATES GOLD
MICROPROSE
Substandard adventure yarn that lacks depth and lastability. There's just not enough hear to hold your attention. 60%

PIRATES OF DARK WATER
SUNSOFT
Dire platform hack-'em-up with predictable levels, laborious baddie slashing and naff graphics. Despite a choice of characters, this looks incredibly dated. 42%

PITFALL: THE MAYAN ADVENTURE
ACTIVISION
One of the very first console platformers is completely revamped for the Nineties. Classic gameplay is enhanced by some superb animation and a great soundtrack. 89%

PIT-FIGHTER
DOMARK
Improved digitised graphics, gut wrenching sound and the lasting appeal of battering your opponents to death. Old, but still a fun beat-'em-up to play. 76%

POWER CHALLENGE
ACCOLADE
Reverse angle replays, well drawn fairways and a realistic sense of depth and control are the main features of this average golf sim. 62%

POWERDRIVE
US GOLD
A rally-driving sim with some very playable overhead racing on 48 different courses. Most of the time you're racing against the clock, so it's best played with a group of friends. 90%

POWERMONGER
ELECTRONIC ARTS
A massive land-conquering mission. Unfortunately, graphics and sound let it down and lasting appeal is seriously affected. 65%

PREDATOR 2
FLYING EDGE
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 70%

PRINCE OF PERSIA
DOMARK
It took ages to get to the MD but this has to be one of the toughest platform games ever! Only those with limitless patience and precision joystick handling need apply. 76%

PROBOTECTOR
KONAMI
Conversion of the classic SNES shoot-'em-up, featuring some truly stunning big guardians. It's far too hard for its own good, though. 74%

PRO MOVES SOCCER
IMPORT
Completely lacking subtlety and finesse this American version of football is almost unplayable. You'll wish it's all over immediately. 28%

PSYCHO PINBALL
CODEMASTERS
Superb pinball sim with four great tables, each containing bonuses and features galore to find. Brilliantly presented, the pinball action is fast, furious and totally addictive. 92%

PULSEMAN
IMPORT
A very playable platformer with a truly electrifying hero. Sparkling graphics and wicked sound FX give this a unique wacky atmosphere. Never a dull moment. 81%

QUACKSHOT
SEGA
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. Still a great game. 86%

RACE DRIVIN'
TENGEN
This sequel to the arcade driving simulation offers new circuits including a built-in circuit design programme. The content has improved but the ideas remain the same. 63%

RADICAL REX
ACTIVISION
Forget Jurassic Park, the hero in this game is a dinosaur dude with street cred and a skateboard. Novel touches make this better than your average platformer. Good fun. 81%

RAINBOW ISLANDS
IMPORT
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Very addictive. 83%

RANGER-X
SEGA
Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and more! 89%

RASTAN SAGA 2
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 57%

RBI 3 BASEBALL
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything special. 62%

RBI 4 BASEBALL
IMPORT
Tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is too bland. 68%

RBI BASEBALL '94
TENGEN
The best in the RBI series but still lacking that bit of imagination and flair. Well made but ultimately rather too limited. 74%

THE REN AND STIMPY SHOW
SEGA
Manic platformer in the spirit of these two gruesome creations. Wonderful graphics will let you believe you're playing a cartoon. Trouble is, it's too easy to complete. 73%

THE REVENGE OF SHINOBI
SEGA
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops to admire. 85%

RINGS OF POWER
ELECTRONIC ARTS
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 70%

RISKY WOODS
ELECTRONIC ARTS
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 65%

RISTAR
SEGA
Sega's new shooting star platform hero makes a promising debut here. Although quite reminiscent of Sonic, it's very playable stuff with great graphics and some novel touches. 90%

ROAD RASH
ELECTRONIC ARTS
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 84%

ROAD RASH II
ELECTRONIC ARTS
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive. The two-player mode should keep everyone happy. 88%

ROBOCOP 3
ACCLAIM
Third instalment of the lethal law-enforcer. Unfortunately he's only armed with flickery sprites and a boring old format. Better left at the cinema. We're waiting for an ED209 game. 44%

ROBOCOP VS TERMINATOR
VIRGIN
A heavyweight encounter of the box-office kind. Typical scrolling shoot-'em-up without much break from repetitive gameplay. 67%

ROCK N' ROLL RACING
INTERPLAY
A good conversion of the SNES isometric racer with a split-screen two-player mode and weapons to use tactically. 90%

ROLLING THUNDER 2
SEGA
Be prepared for encounters with hoods brandishing sub-machine guns, panthers and 18-wheel juggernauts. 80%

RUGBY WORLD CUP 1995
ELECTRONIC ARTS
A difficult sport to simulate, but EA have done a fine job. It's a little tricky at first, but the rugger action is enjoyable. 85%

SAMURAI SHODOWN
SEGA
A neat conversion of the beat-'em-up coin-op with large Samurai sprites battling it out. The addition of weapons and a special-move power meter makes the combat more interesting. 85%

SECOND SAMURAI
PSYGNOSIS
Conversion of the excellent computer platformer with a sword-swinging hero. Well presented with a nice mixture of baddie slashing and puzzle solving. 82%

SENSIBLE SOCCER
SONY
IA fun soccer game that goes for the arcade approach rather than real simulation and strategy. You could moan about the small sprites but the skilful game-play's great fun. 84%

SHADOW DANCER
SEGA
The addition of a dog to do your dirty work and help you out of those awkward situations adds a welcome element to an attractive (if unoriginal) beat-'em-up. 71%

SHADOW OF THE BEAST
ELECTRONIC ARTS
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 60%

SHADOW OF THE BEAST II
ELECTRONIC ARTS
The long awaited follow-up. Teasing puzzles combine with atmospheric music and mystical graphics but all in an ancient style. 70%

SHINOBI III
SEGA
Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%

SHINING IN THE DARKNESS
SEGA
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 80%

SHINING FORCE
SEGA
Still one of the best RPGs available on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combet scenes. 85%

SHINING FORCE II
SEGA
Even better than the original, this is a must for RPG fans. Plenty of interaction and some great battle sequences. 88%

SIDE POCKET
SEGA
Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SKITCHIN'
ELECTRONIC ARTS
An action-packed race game along the lines of Road Rash – only on skateboard. Fast moving and frantic, only the lack of invention on later levels lets this down. 79%

SLAPFIGHT MD
IMPORT
A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. 62%

THE SMURFS
INFOGRAMES
A standard platformer starring the helium-voiced blue cartoon stars. Fairly playable, but nothing particularly original. 74%

SNAKE, RATTLE AND ROLL
SEGA
A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the foot-men. Dated, but fairly addictive. 78%

SOLEIL
SEGA
Excellent arcade adventure with plenty of hack-'em-up action. Weird and amusing as you collect talking animals with various special powers. There's even a bonus race game. 88%

SONIC & KNUCKLES
SEGA
Play as Sonic or Knuckles the echidna in another top-notch platformer. Has unique backwards compability, letting you plug in old Sonic carts. 90%

SONIC THE HEDGEHOG
SEGA
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed. Has to be experienced. 80%

SONIC THE HEDGEHOG 2
SEGA
The best game of 1992. Few faults in this brilliant release. Hyper-speed platform adventuring at its best. Everyone should play it! 91%

SONIC THE HEDGEHOG 3
SEGA
Die-hard fans will love it but everyone else may feel the Sonic style is getting rather tired. Still, it's full of excellent graphics and animation even if it'll only last a day or two. 86%

SONIC SPINBALL
SEGA
Sonic goes pinball crazy zapping through warps and crashing through gates. Some nice unexpected touches although only four levels might damage its lastability. 76%

SPACE HARRIER II
SEGA
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever really worked in the arcade. 52%

SPARKSTER
KONAMI
Sequel to Rocket Knight Adventures which features equally addictive platform action. Great presentation and lots of original features make this an unmissable game for the collection. 88%

SPEEDBALL II
VIRGIN
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also pretty wicked. Play against a friend or the CPU, but play it! 88%

SPIDER-MAN
SEGA
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 65%

SPIDER-MAN AND THE X-MEN
FLYING EDGE
A fun platform adventure with a lot of variety. The style may be a little dated, but this should still appeal to Marvel hero fans. 77%

SPLATTERHOUSE 2
NAMCO
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 76%

SPORTS TALK BASKETBALL
SEGA
It may be old, but this isn't bad. Graphically excellent and good fun to play. Very hard to beat the computer opponent. 68%

S.S. LUCIFER
CODEMASTERS
An addictive Lemmings-style puzzler where you save drowning passengers in a sinking ship. Despite primitive graphics it's fun while it lasts – but maybe a bit too easy. 69%

STAR CRUISER
IMPORT
Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS
Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 76%

STARGATE
ACCLAIM
Standard movie licence with unimaginative platform shoot-'em-up action. Okay, but it could've been a lot better. 64%

STAR TREK: TNG
IMPORT
Jean Luc never looked so stiff (OK, he did). Tedious Trekkie yarn with pathetic action and little to tease your brain. 52%

STEEL EMPIRE
ACCLAIM
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 40%

STEEL TALONS
DOMARK
The Mega Drive hasn't been utilised to its full potential here and fails to impress as much as the old arcade game. This is chopper combat at a much lower level. 54%

STORMLORD
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 63%

STREET FIGHTER II
SEGA
The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. When first out, the graphics were astoundingly superior and gameplay is still super-fas today. 90%

STREETS OF RAGE
SEGA
This was widely accepted as the most gruesome beat-'em-up when it was first released, but it penultimately lacks real challenge. Moves are wide-ranging and the sound FX and tunes quite awesome, but it could all be over on your very first go. 73%

STREETS OF RAGE II
SEGA
A good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 80%

STREETS OF RAGE III
SEGA
Some claim it's a real improvement on what's gone before, others reckon it's just a re-hash. Fans will love it while we'll complain the gameplay's too similar. Take your pick. 82%

STRIDER
SEGA
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slow-down syndrome. 68%

STRIDER II
US GOLD
This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to take a fair while before you finish it. 74%

SUB TERRANIA
SEGA
Time to dust off those Thrust-ers and go spinning around in an underground shoot-'em-up. Great fun with lots of power-ups, obstacles and slimey nasties to evade. 85%

SUMMER CHALLENGE
ACCOLADE
Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 50%

SUMO
IMPORT
Although all in all this isn't a well-rounded game you might still find this Japanese wrestling art strangely fascinating. 59%

SUNSET RIDERS
KONAMI
Authentic cowboy and Indian action is similar to the coin-op, but with less-detailed graphics. One of the best platform shooters around, this shouldn't be ignored! 83%

SUPER AIRWOLF
IMPORT
Also known as Crossfire, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

SUPER BASEBALL 2020
ELECTRONIC ARTS
Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being overpriced. 79%

SUPER BATTLESHIP
IMPORT
An attempt to put a spin on this ancient game of hit and miss. Tries to bring a bit of battling to the sailing about. Goes down with all hands. 26%

SUPER BATTLETANK
IMPORT
This tank simulation may appeal to your basic instincts, but complete and utter boredom soon sets in. Far too easy to offer any challenge and nowhere near realistic. 34%

SUPER FANTASY ZONE
SEGA
Small sprites with extras including power-ups and big guardians. Corking good fun for quite a few hours, but after that your eyes may become weary. 57%

SUPER HANG-ON
SEGA
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The exhilarating feel of racing is perfectly captured. 72%

SUPER HIGH IMPACT
IMPORT
A choice of 18 teams should give American football fans some interest. Good animation, but unfortunately there's a lack of challenge due to the omission of a league. 60%

SUPER HQ
IMPORT
It's been many years since Chase HQ was in the arcades and Super HQ certainly reminds you of this fact and offers very little. 40%

SUPER HYDLIDE
SEGA
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few locations. 47%

SUPER KICK OFF
US GOLD
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 68%

SUPER LEAGUE BASEBALL
SEGA
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this version should offer enough of these to keep you interested. One of the better attempts at simulating the sport. 71%

SUPERMAN
VIRGIN
Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 69%

SUPER MILITARY
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging military confrontation. 77%

SUPER MONACO GP
SEGA
Lacks just one thing: a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. Still a good racer. 74%

SUPER MONACO GRAND PRIX II
SEGA
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually nonexistent difficulty level. 31%

SUPER OFF ROAD
BALLISTIC
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 80%

SUPER REAL BASKETBALL
SEGA
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 72%

SUPER SMASH TV
ACCLAIM
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 75%

SUPER THUNDER BLADE
SEGA
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 63%

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you'd reallly have to want to play the sport to enjoy this. 74%

SUPER WRESTLEMANIA
FLYING EDGE
Addictive two-player action in the original WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 70%

SWORD OF SODAN
ELECTRONIC ARTS
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 74%

SYLVESTER & TWEETY IN CAGEY CAPERS
TIME WARNER
lWell-animated sprites and excellent sound FX give this enjoyable platformer a strikingly authentic cartoon atmosphere. 81%

TAILSPIN
SEGA
A completely boring platform game with the nice addition of a shoot-'em-up section. However, this still doesn't improve the situation enough to make it much fun. 53%

TAZ-MANIA
SEGA
Ambient backdrops and a totally tasteful main character (!) for this cartoon platformer. A real adventure into the 'Taz-Manian' wilderness which should keep you compelled for a good while. 82%

TEAMUSA BASKETBALL
ELECTRONIC ARTS
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound FX. 57%

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 40%

TECMO WORLD CUP SOCCER
IMPORT
The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 43%

TECHNOCLASH
ELECTRONIC ARTS
This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 80%

TEENAGE MUTANT NINJA TURTLES
KONAMI
A superb beat-'em-up in the SOR style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 78%

TEL TEL BASEBALL
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery backup. 52%

THE HULK
US GOLD
Old-fashioned platform designs and the repetitive punching gets a bit laborious. 69%

THE TERMINATOR
VIRGIN
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blaster fans will enjoy it. 79%

TERMINATOR 2: THE ARCADE GAME
ARENA
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 84%

TEST DRIVE 2: THE DUEL
BALLISTIC
This will test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 76%

THE GREAT WALDO SEARCH
IMPORT
An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste your money. 19%

THUNDER FORCE II
SEGA
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 80%

THUNDER FORCE III
SEGA
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 85%

THUNDER FORCE IV
SEGA
The final offering in the Thunderforce adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 88%

THUNDERFOX
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 23%

THUNDER PRO WRESTLING
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play anyway. 44%

TIGER HELI
IMPORT
Previously exciting helicopter game. Unfortunately, this is seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI
A wonderful adventure that borrows a lot of elements from the Warner Bros cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 84%

TOEJAM & EARL
SEGA
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 77%

TOKI
SEGA
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 72%

TOM AND JERRY: FRANTIC ANTICS
IMPORT
Good animation could have saved this from complete obscurity but sadly it looks almost as dull as it plays (that's almost an achievement in itself). 58%

TONY LA RUSSA BASEBALL
ELECTRONIC ARTS
Very stats heavy sim that you'll have to really be into baseball to enjoy. Lots of tables, some animated snippets of play and more tables. The pitches are uninteresting and the gameplay slow. 54%

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TMHT: TOURNAMENT FIGHTERS
The turtles return to face their own clones for a beat-'em-up in Dimension X. Furious Street Fighter-ish fun with a lighter style and some superb animation. Cowabunga! 84%

TRAMPOLINE TERROR
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TROUBLE SHOOTER
IMPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 65%

TRUXTON
SEGA
Know as Tatsujin in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's good fun. 72%

TURBO OUT RUN
SEGA
The first Out Run was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 38%

TURRICAN
BALLISTIC
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this platform shoot-'em-up, which was souped up for Mega Turrican. 67%

TWIN COBRA
SEGA
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 46%

TWIN HAWK
SEGA
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 50%

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 73%

TWO CRUDE DUDES
SEGA
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 81%

TWO TRIBES
VIRGIN
A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game with simple, yet creative, backgrounds and hundreds of stages. 80%

ULTIMATE SOCCER
SEGA
Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 60%

URBAN STRIKE
ELECTRONIC ARTS
The third in the acclaimed Strike series is just as playable as its predecessors. This time there are on-foot and in-tank sections to complement the excellent chopper action. 92%

VIRTUAL PINBALL
ELECTRONIC ARTS
More construction than pinball thrills. The preset tables are dull as dishwater but it is possible to make some more exciting ones. Be warned, needs patience beyond the call of duty. 54%

VIRTUA RACING
SEGA
A solid conversion of probably the best racing coin-op in the world. A few niggles (price and no link for multi-player) but essential nevertheless. 85%

ULTIMATE TIGER
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weaponry. 70%

UNDEADLINE
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter drastically. Power-ups and tough zombie level guardians keeps everything alive and kicking. 73%

UNIVERSAL SOLDIER
ACCOLADE
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 78%

UNNECESSARY ROUGHNESS '95
ACCOLADE
Dire American Football sim with appallingly jerky graphics and farcical action. Avoid at all costs. 22%

VALIS
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of Valis III, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 52%

VALIS III
IMPORT
It looks great, but this is incredibly boring. A plethora of pictures featuring wide-eyed Japanese people can't save a really monotonous arcade-style adventure. 63%

VARIS SD
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 68%

WANI WANI WORLD
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 70%

WARDNER SPECIAL
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARPSPEED
ACCOLADE
As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. 36%

WARSONG
IMPORT
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 69%

WHEEL OF FORTUNE
IMPORT
If luxurious apartments and condominiums are your desire, don"t waste your money on this. Absolute rubbish with 4500 uninteresting questions. 30%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it does get boring for the more experienced adventurer. Kids won't be fooled. 51%

PRO FILE

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS
You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. 60%

WIMBLEDON
SEGA
Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. 74%

WINTER CHALLENGE
BALLISTIC
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else quite like it. 66%

WIZ 'N' LIZ
I Fantasy typecast game, with addition of mixing spells and rescuing rabbits. The sub-games aren''t up to much but you'll enjoy the two-player for a bit. 74%

WOLVERINE: ADAMANTIUM RAGE
ACCLAIM
The Marvel Comics superhero is well portrayed with some nice animated moves. But the tricky platform beat-'em-up action is a bit laborious and can get annoying. 74%

WONDER BOY III
SEGA
The two-player game is good fun and very interactive, but the levels are so repetitive. Recommended for two players only, so people without any friends should try elsewhere! 67%

WONDER BOY IV
SEGA
More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make this a great game. 70%

WONDER BOY V
SEGA
The fifth, and most probably last, game in the series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 70%

WORLD CLASS LEADERBOARD
US GOLD
Complete with the speech samples, this old computer classic finally arrived on the big Sega. Sadly, it fails to capture the realism of its main competitor, PGA Tour Golf. 67%

WORLD CUP ITALIA 90
SEGA
This suffers from the same limited moves of Tecmo World Cup '92. Still, it was a brave attempt at the time and should be applauded for trying at least. 59%

WORLD CUP USA '94
US GOLD
You get lots of options in this comprehensive footy sim. Unfortunately, annoying quirks in the gameplay boot this below FIFA standard. 77%

WORLD HEROES
IMPORT
A terrible conversion of the SNK coin-op featuring dire one-on-one combat action. Very limited and far too easy. 30%

WORLD OF ILLUSION
SEGA
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 88%

WRESTLE WAR
SEGA
Getting the moves is so infuriating that you'll be wrestling more with the joypad than with the actual game! 56%

WWF ROYAL RUMBLE
ACCLAIM
Disappointing wrestling sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the WWF wrestlers you'll enjoy them flexing their sprites! 68%

X-MEN
SEGA
A conversion of the X-Men arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 70%

YOGI BEAR
GAMETEK
Mediocre platformer starrring the smarter-than-average cartoon bear. The gameplay is dull and far too easy. 43%

ZERO TOLERANCE
ACCOLADE
Doom-style 3-D maze shoot-'em-up thta has surprises lurking around every corner. Lots of weapons and a huge complex to explore – plus cable-link two-player option. 84%

ZOOL
ELECTRONIC ARTS
This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun. However, the levels aren't as big or challenging. 71%

ZOMBIES
KONAMI
I The arcade adventure that'll frighten the living dead out of you! Amazingly addictive gameplay and a huge playing area make this one for your collection. 85%

Mega CD



AFTER BURNER III
IMPORT
Never in the history of games has there been a shoot-'em-up as static and boring as this one. Nice images that move at a horrendously slow and awkward update. Don't buy it. 5%

BATMAN RETURNS
SEGA
Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 78%

BC RACERS
CORE DESIGN
The main downside to this wacky caveman racer is the lack of a split-screen two-player mode. Otherwise it's pretty playable stuff with great scaled cartoon graphics. 80%

BILL WALSH COLLEGE FOOTBALL
ELECTRONIC ARTS
A pretty straight conversion from cart makes this a very playable American Football game. The CD version only adds that extra bit of FMV coaching. 85%

BRUTAL
GAMETEK
Strange beat-'em-up with cuddly animal characters. Despite some innovative features, such as being taught how to perform special moves, the gameplay is only mediocre. 62%

CHUCK ROCK
SONY
Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. 70%

CHUCK ROCK II: SON OF CHUCK
IMPORT
The same old platform style is relieved by some polished graphics and difficult levels. The best thing is the terrific cartoon intro. 77%

CORPSE KILLER
DIGITAL PICTURES
Shooting countless zombies in this FMV offering gets very tedious, while the game's tactical aspect is pretty shallow. 59%

DARK WIZARD
IMPORT
Bizarrefantasy RPG set in the 'Magical Kingdom' of Cheshire. Fight off unconvincing sprites and even worse accents. 70%

DOUBLE SWITCH
IMPORT
Very Night-Trap-ish FMV game that adds a few twists of its own. The challenge and constant switching around gets tedious after a while. 74%

DRACULA
SONY
The blood-sucking Count gets resurrected this time to star in a formulaic scrolling beat-'em-up. No change of style or gameplay will bore you to undeath. 59%

DRACULA UNLEASHED
IMPORT
This time you have to foil the Count in an FMV adventure. Collect clues, solve the mystery and marvel at the terrible cockney accents. Bloody good fun. 78%

DUNE CD
VIRGIN
A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well-constructed sci-fi ideas. 91%

DUNGEON MASTER II
JVC
Old-hat RPG with very little character interaction as you explore 3-D dungeons. Very dull with slow disc access 43%

EYE OF THE BEHOLDER
IMPORT
Dire official Advanced Dungeons & Dragons game where you explore 3-D mazes, fighting monsters. This computer conversion lacks interaction and looks extremely dated. 18%

FINAL FIGHT CD
SEGA
Seven massive levels of brutal mind-blowing graphics and sound. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the origina. 90%

FORMULA ONE WORLD CHAMPIONSHIP
SEGA
Known as Heavenly Symphony on import, this authentic F1 simulation is the only decent racing sim on the Mega-CD. 87%

GROUND ZERO, TEXAS
SONY
One of the most absorbing and original FMV games to date. The usual camera switching is combined with vicious Lethal Enforcers style shoot-'em-up and some passable (very Fifties) character acting. 89%

HEART OF THE ALIEN
VIRGIN
Terrific arcade adventure with superb animation and sound as you explore an alien planet. The sequel to Another World, it also includes the original on the same disc! Great playability and a massive challenge. 90%

HEIMDALL
JVC
Even non-adventure fans should enjoy this excellent Viking RPG, thanks to a friendly control system and some attractive Landstalker-style isometric graphics. A top-notch CD soundtrack adds to the excellent atmosphere. 88%

JURASSIC PARK
IMPORT
Another step on the FMV ladder with all-round rendered graphics QSound and tons of puzzles to solve. Guaranteed to give you goose-bumps as the dinos advance! 87%

THE LAWNMOWER MAN
TIME WARNER
A belated conversion of the movie which takes you into virtual reality via ten very varied arcade and puzzle sections. With some superb rendered graphics and sound, it's fun to play – if a bit simplistic. 86%

LETHAL ENFORCERS II
KONAMI
An enhanced CD version of the excellent shoot-out sequel, played with light gun or joypad. As well as better speech and music, the action is slightly faster and more challenging. 87%

LUNAR: THE SILVER STAR
IMPORT
A brilliant RPG that will transport you to a fantastic anime world. Loads of townspeople to talk to, very slick presentation and a good plot – its only imperfections are the weak combat sequences. 90%

MAD DOG McCREE
IMPORT
A fun FMV trip through the Wild West. Shoot the bad guys, miss the good guys and don't get bushwacked. Quite good to play although the graphics are woefully blocky. 70%

MEGA RACE
MINDSCAPE
Some entertaining FMV presentation can't disguise the very basic gameplay in this futuristic TV gameshow racer. 66%

MICKEY MANIA
SONY
Another 'enhanced CD version of the cartridge', this looks and plays remarkably similar, with only improved music and extra speech. Still a great platform game, though. 85%

MONKEY ISLAND
LUCAS ARTS
The old point 'n' click Amiga adventure game gets onto CD and loses all sense of playability on the way. Disc access is excrutiatingly slow. Yawn. 61%

MORTAL KOMBAT
ACCLAIM
The Mega-CD version has been well enhanced with extra graphics and sound, making this probably the most arcade-perfect conversion on any console format – apart from the CD delays. 86%

MYSTERY MANSION
SEGA
A rendered adventure along Jurassic Park lines. The problem is that it's confined to a small area and solving the mystery won't keep you busy for long. 57%

NBA JAM
ACCLAIM
The belated CD conversion of the classic basketball sim features few extra frills. However, it retains the same excellent playability of the cart, particularly with four players. 86%

NFL'S GREATEST: SAN FRANCISCO VS DALLAS
IMPORT
A real FMV turkey. Supposedly you've got the chance to re-live some classic NFL confrontations, instead you just flick through grainy repetitive sequences. 28%

NHL HOCKEY
ELECTRONIC ARTS
Another more-or-less unchanged arrival from cart with FMV trimmings and beefed-up sound. Essentially a good ice hockey sim but the power of the CD seems to have been wasted. 82%

NIGHT TRAP
SEGA
One of the first CD games to use full motion video, although highlighting the usual display limitations of the Mega-CD. It's a big game and there's lots of challenging gameplay to get to grips with. 73%

NOVASTORM
PSYGNOSIS
This 3-D FMV blaster is an improvement on Microcosm but still lacking interaction and excitement. Some great guardians are the highlights in an otherwise dull game. 72%

PITFALL: THE MAYAN ADVENTURE
PSYGNOSIS
An excellent conversion of the cartridge game with superb sound and three whole extra levels. The graphics are superbly detailed and colourful, while the platform action is addictive. 90%

POWERMONGER
ELECTRONIC ARTS
A huge Populous-style strategy sim that will take ages to complete. The downside is just how repetitive the gameplay is. 77%

PRINCE OF PERSIA
SEGA
Totally engrossing, but possibly too challenging: platform adventuring at its toughest. The main character is particularly well animated as he jumps and climbs around. 65%

PRIZEFIGHTER
ELECTRONIC ARTS
Excellent two-fisted action that cleverly uses black and white FMV to give that authentic Raging Bull feel. Bags of atmosphere and some brutal opponents. 78%

REVENGERS OF VENGEANCE
IMPORT
An interesting mixture of roleplaying, beat-'em-up and blasting gameplay makes for an enjoyable and novel adventure. 85%

ROAD AVENGER
SEGA
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%

SENSIBLE SOCCER
SONY
The lifelike sound and lasting playability give this an atmosphere to savour. The first CD footy title sets a very high standard. 86%

SEWER SHARK
SEGA
Grainy graphics provide the feel of a futuristic adventure. Atmosphere and story are great but gameplay is too shallow. 62%

SHERLOCK HOLMES
SEGA
A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong life. 78%

SHADOW OF THE BEAST II
PSYGNOSIS
Merely a deluxe version of a very familiar platform game. Definitely hasn't aged too well. Better off in the vault of videogames history. 59%

SHERLOCK HOLMES II
SEGA
Three more cases await Holmes in a sequel that boasts some impressive film sequences (totalling an extra one hour's worth). Shame the challenge is a bit limited. 79%

SILPHEED
IMPORT
Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 67%

SLAM CITY
DIGITAL PICTURES
A novel basketball game with FMV of real players, including NBA star Scottie Pippen. Not a great deal of playability though. 45%

SNATCHER
KONAMI
Linear but hugely engrossing futuristic adventure with an '18' rating. Great sound and graphics, plus the odd shooting section. 80%

SOULSTAR
CORE
Another great 3-D shoot-'em-up from CD masters Core. Three different vehicles, linear and 360° stages, plus top-notch scaled graphics make it a highly enjoyable blast. 88%

SONIC CD
SEGA
A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. 90%

SPIDEY VS KINGPIN
SEGA
Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't really use any of the Mega-CD's powerful capabilities. 37%

STAR BLADE
SEGA
Conversion of the classic Star Wars-style arcade machine. The mindless 3-D blasting soon gets boring as you have no control over your ship's movement – only the lasers. 53%

STAR WARS CHESS
MINDSCAPE
Oh dear. This tries to liven up chess with animated battles between the pieces (all Star Wars characters) but these soon irritate as they slow the game down even more. 42%

STAR WARS: REBEL ASSAULT
JVC/MARUBENI
One of the best Mega-CD shoot-'em-ups around, thanks to varied stages (including some on-foot sections) and great Star Wars presentation. An addictive challenge. 82%

STELLAR-FIRE
SIERRA
A truly awful title that crawls along a boring landscape and occassionally meets some blocky alien attackers. Ugly. 19%

TIME GAL
WOLFTEAM
Fantastic cartoon-quality graphics throughout and some great CD music. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, this game's still worth checking out. 80%

THUNDER STORM FX
WOLFTEAM
Wolfteam's conversion of the original arcade hit, Cobra Command. Guide your souped-up gunship around a hostile battle zone, but watch out for those mountains! Old but still pretty playable. 78%

THUNDERHAWK
CORE
An explosive and action-packed warfare release that uses advanced scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great blasting fun, then becomes a little repetitive and eventually much too easy. 79%

VAY
IMPORT
An enchanting RPG with a well-thought-out adventure. Lots of puzzles to solve, characters to meet, and weapons and magic to buy. Almost as good as Lunar: The Silver Star. 83%

WING COMMANDER
ELECTRONIC ARTS
Fun 3-D space shoot-'em-up that'll have you saving the galaxy (again). Nice dogfighting action and lots of missions. Bit of a shame about the poor scaling though. 79%

WOLFCHILD
SEGA
A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. 65%

WONDER DOG
SEGA
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound FX, there is nothing that really justifies its appearance on the CD. 73%

WWF: RAGE IN THE CAGE
ACCLAIM
Perhaps surprisingly this kind of showbiz wrestling transfers rather well onto CD with some good intros and enjoyably silly holds and moves. Very entertaining stuff. 80%

Game Gear



ADDAMS FAMILY
ACCLAIM
A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the kooky-spooky atmosphere and generally enjoyable adventuring. 72%

ANDRE AGASSI TENNIS
TECMAGIK
A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 40%

ALADDIN
SEGA
Lack of challenge really leaves this in the doldrums. Pretty to look at, but there's just not enough to do or see. 58%

ALIEN 3
ARENA
All-action platform game with superb graphics and atmospheric tunes. Alien3 offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 78%

ALIEN SYNDROME
SIMS CO
The conversion of a really old arcade machine has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. Still worth checking out.74%

ARIEL: THE LITTLE MERMAID
SEGA
Ariel may look the business but that's just about as far as it goes. A waste of a Disney licence and not much fun unless you are a complete beginner. 54%

ASTERIX
SEGA
Yet another standard platformer that will have you yawning. Some nice bits but overall too little thought has gone into this. 52%

AX-BATTLER
SEGA
One of the stars of Golden Axe features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great Golden Axe. It's very unfriendly and poorly executed. 46%

BART VS THE SPACE MUTANTS
FLYING EDGE
Move out Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with superb graphics, great sound and devilishly good gameplay. 90%

BATMAN RETURNS
SEGA
Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 58%

BATTLETOADS
SEGA
Nice looking beat-'em-up that gets progressively more impossible to play. Probably that bit too frustrating even for fans of these likable amphibians. 65%

BATTER UP
SEGA
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 70%

BEAVIS AND BUTT-HEAD
IMPORT
MTV's delinquent duo shuffle and jump their way through various scenes. A few laughs, but the simple gameplay sucks. 44%

THE BERLIN WALL
KANEKO
Mega-colourful and crammed with cutesy bad guys and Bubble Bobble style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 80%

BUSTER BALL
RIVERHILL
Speedball is a game that's not out on GG, but Buster Ball goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 59%

CASTLE OF ILLUSION
SEGA
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make hero Mickey Mouse look superb. Most of the rooms from other versions are here, making it an essential hand-held purchase. 90%

CHAKAN: THE FOREVER MAN
SEGA
Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 86%

CHASE HQ
TAITO
Basically Out Run with guns in a typical Miami Vice environment. Pity this lacks content and is far too easy. 62%

THE CHESSMASTER
SEGA
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 80%

CHUCK ROCK
SEGA
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 82%

CHUCK ROCK 2
Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 75%

CJ ELEPHANT FUGITIVE
CODEMASTERS
You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 37%

COLUMNS
SEGA
Very tough and challenging puzzle game in the style of Tetris. Excellent in one-player, but even better with two players linked up. One of the all-time classic Sega games on any machine. 91%

COSMIC SPACEHEAD
CODEMASTERS
A superb portable interactive adventure that's as appealing and attractive as the Dizzy saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 83%

CRASH DUMMIES
ACCLAIM
All that's here is a small compendium of very short and addictive stages that may interest the veryinexperienced but at this price, we really doubt it! 46%

CRYSTAL WARRIORS
SEGA
Fair fantasy RPG. Bright and clear graphics, although a tad small at times, are impressive overall. 73%

DEFENDERS OF OASIS
SEGA
A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 81%

DESERT SPEEDTRAP
SEGA
Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 66%

DINO BASHER
CODEMASTERS
This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%

DOUBLE DRAGON
VIRGIN
A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also much too slow and frustrating. 40%

DRAGON
VIRGIN
Not the same as the Mega Drive version t all. This is not as bad as Robocop but it's still a lightweight title with little muscle and unoriginal gameplay. A disappointing beat-'em-up. 52%

DRAGON CRYSTAL
SEGA
A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 75%

DROP ZONE
CODEMASTERS
A conversion from the Archer Maclean original. Shoot-'em-ups like this had their day years ago. The graphics are basic, the gameplay is limited and objectives dull. 26%

EVANDER HOLYFIELD BOXING
SEGA
Very realistic and provides a challenge for all abilities. Novel 'invisible man' perspective is a nice touch. 78%

ECCO
SEGA
The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 90%

ECCO: THE TIDES OF TIME
SEGA
Fans of the original will no doubt enjoy the puzzles in this sequel, but it's perhaps a bit too similar to its predecessor. 74%

ERNIE ELS GOLF
CODEMASTERS
The South African whizkid stars in this creditbale golf sim. It's easy to get into and the 3-D view uses a special 64Kbit graphics chip. Not quite on a par with PGA Tour though. 79%

F1
DOMARK
Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition from the computer drivers. 81%

FANTASY ZONE
SEGA
Play this game with your sunglasses on. The small screen and colours make this a real eye strain. A totally OTT shoot-'em-up. 79%

FANTASTIC DIZZY
CODEMASTERS
Even on the small screen Dizzy makes for a great portable adventure. The interactive cartoons are great fun to puzzle out. 89%

FATAL FURY SPECIAL
IMPORT
A naff *SFII*-style beat-'em-up whose gameplay suffers from a serious lack of skill and challenge. 51%

FIFA INTERNATIONAL SOCCER
ELECTRONIC ARTS
An extremely disappointing conversion of the classic MD soccer sim. It looks okay, but the players' shots are weedy on an oversized pitch, while passing is almost impossible. 56%

FIRE & ICE
VIRGIN
Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 56%

GALAGA '91
NAMCOT
A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. 55%

GEORGE FOREMAN'S BOXING
ARENA
This sad boxing sim (also known as Heavyweight Champ) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 48%

GG ALESTE
COMPILE
Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original guardians and ear-busting SFX make for an unforgettable experience. 88%

GLOBAL GLADIATORS
VIRGIN
The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

G-LOC
SEGA
G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GP RIDER
SEGA
An average bike racer that's unlikely to break any track records. Fun to start with there's just too little detail and scenery to differentiate one track from another. 76%

HALLEY WARS
SEGA
The action is fast and the weapons big, ensuring some really excellent blasting. The five levels are very different and each requires special tactics to finish. 81%

HOME ALONE
SEGA
Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with a measly two villains up against you. 38%

HOOK
SONY
A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 58%

THE HUMANS
GAMETEK
This above average puzzler may look the part, but it is lacking the playability that Lemmings offers. It's also frustrating. 75%

THE INCREDIBLE HULK
US GOLD
A bog-standard platform romp for the green super-hero. The laborious punching action will make you very angry. 44%

INDIANA JONES 3
SEGA
Exactly the same as the MS in terms of style and lay-out, but the graphics seem more detailed due to the closer perspective. 68%

JAMES POND II
US GOLD
A terrific handheld adventure. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 88%

JOE MONTANA FOOTBALL
SEGA
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 80%

KLAX
DOMARK
Klax has been accurately described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action should keep all GG players on their toes. 85%

KRUSTY'S FUN HOUSE
ACCLAIM
A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 70%

LAND OF ILLUSION
SEGA
It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 90%

LEGEND OF ILLUSION
SEGA
Mickey Mouse's third GG platform adventure features familiar but addictive gameplay and great cartoon graphics. 86%

LEMMINGS
SEGA
Take control of the Lemmings and save their skins with various constructive activities. Extraordinary graphics and challenging gameplay to really test your brain power. 88%

THE LUCKY DIME CAPER
SEGA
Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 90%

MARBLE MADNESS
DOMARK
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutley superb. 70%

MEAN BEAN MACHINE
SEGA
Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 90%

MIGHTY MORPHIN POWER RANGERS
SEGA
Simple one-on-one beat-'em-up lets you choose between Rangers with different special moves. But it's all way too easy. 39%

MONSTER TRUCK WARS
ACCLAIM
Despite the title, this is a standard overhead racer that soon gets a bit tedious. Get *Micro Machines* instead. 65%

MONSTER WORLD II
SEGA
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 79%

MORTAL KOMBAT
ACCLAIM
The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worth-while arcade conversion. 90%

MORTAL KOMBAT II
ACCLAIM
A superlative sequel with stunning sprites and excellent beat-'em-up gameplay. Thre are several new characters and loads of special moves to try out. Brilliant stuff. 94%

NBA JAM
ACCLAIM
Great dunks and moves really work well on the GG. A basketballer so addictive it should have a health-warning. Make sure you don't miss it. 90%

NINJA GAIDEN
SEGA
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a handy password system. 74%

OLYMPIC GOLD
US GOLD
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 69%

OUT RUN
SEGA
The classic arcade racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than Super Monaco GP. 70%

OUT RUN EUROPA
SEGA
The classic road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, this instalment will fail to impress the majority of gamesplayers. 60%

THE OTTIFANTS
SEGA
Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the overall appeal. 53%

PAPERBOY
DOMARK
Die-hard Paperboy addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 70%

PENGO
SEGA
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 73%

PETE SAMPRAS TENNIS
CODEMASTERS
A superb conversion of the top-notch MD game. Great graphics, superb gameplay, and even a fun 'two players on one GG' mode! Codemasters serve up a hand-held tennis treat. 91%

PGA TOUR GOLF
TENGEN
This is one for a long journey as this portable game of golf will provide fans with a worthwhile and well constructed interpretation of the PGA event. 85%

POPILS
DOMARK
Puzzle fans everywhere should own this. Totally cutesy graphics are enhanced with reasonably good sound FX. Addictiveness is the key to this great GG game. 83%

PRINCE OF PERSIA
DOMARK
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 90%

PUTT AND PUTTER
SEGA
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it very playable. 80%

RASTAN SAGA
SEGA
Underrated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. 87%

REN & STIMPY
SEGA
Funny animation doesn't a great game make – and this provesthe point. Under the surface there are no new ideas. 65%

RC GRAND PRIX
IMPORT
Even though many find radi- controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 57%

RISTAR
SEGA
Sega's new shooting star hero sparkles in this colourful and playable platform game. Despite not being quite as varied as the MD version, it suits the hand-held well. 81%

ROBOCOP 3
ACCLAIM
No originality in this game that re-hases a tired old format. Poor, even taking into account the limitations of the small screen. 50%

SHINOBI
SEGA
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 80%

SHINOBI II
SEGA
Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 86%

SLIDER
SEGA
Also known as Skweek, it has colourful graphics that are a tad on the small side. All the addictiveness of Klax with 30 password levels. 82%

THE SMURFS
INFOGRAMES
Bog-standard platformer starring those little blue people with wobbly white hats. Despite some nice variety it's frustrating to play. 49%

SONIC DRIFT
SEGA
Surely the worst Sonic title ever made, this appalling racing game is the easiest we've ever seen. Pretty graphics can't compensate for the dull, pitifully simple racing. 30%

SONIC THE HEDGEHOG
SEGA
Crystal clear, super-fast graphics with original zones and guardians based on the MS version. Sonic fits in your pocket in fine style. 85%

SONIC THE HEDGEHOG 2
SEGA
Excellent scrolling and sprite animation improves on the first game, although it plays very similarly. This is probably the best of all Sonic's many hand-held adventures. 90%

SONIC SPINBALL
SEGA
Sonic stars in his own pinball game – as the ball! It's all quite fun at first, but the reliance on luck will lead to frustration. 60%

SONIC TRIPLE TROUBLE
SEGA
Sonic stars in another platform adventure, but the levels are samey, the enemies too few and it's all abit too easy. 71%

SPIDER-MAN
FLYING EDGE
Based on the MD version. It's packed with cartoon story statics and some enthralling gameplay over five massive stages. 84%

SPIDER-MAN 2
ACCLAIM
A disappointing follow-up. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, although not amazed. 66%

S.S. LUCIFER
CODEMASTERS
As playable as its MD counterpart, this puzzler has you saving drowning passengers on a sinking ship. Addictive fun, but it could all be over too soon. 70%

STARGATE
ACCLAIM
Completely different to the Mega Drive game, this is much more interesting: a playable *Block-Out*-style 3-D puzzler. 84%

STAR TREK GENERATIONS
IMPORT
Both original and Next Generation crews feature in this movie licence, but the simple blasting/puzzling action is dull. 37%

STAR WARS
US GOLD
With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 87%

STREETS OF RAGE
SEGA
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 87%

STREETS OF RAGE II
SEGA
A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%

SUPERMAN
VIRGIN
Good old Superman has finally made his way on to the hand-held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 74%

SUPER GOLF
SIGMA
Golfing made simple. Not as realistic as Leaderboard but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 80%

SUPER KICK OFF
SEGA
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Great game. 90%

SUPER MONACO GP
SEGA
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra-simplistic, sound basic, and gameplay very boring. 55%

SUPER MONACO GP II
SEGA
Nothing more than an average racing simulator. The top-quality scrolling really works – terrible sound effects and laborious backgrounds don't. What a shame. 60%

SUPER OFF ROAD RACER
VIRGIN
With eight stages of arcade racing madness, this is thoroughly challenging and compelling from the word go. Highly recommended. 87%

SUPER SMASH TV
FLYING EDGE
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good licence. Just don't bother. 58%

TAILSPIN
SEGA
Disney games are renowned for their cartoony feel and this is no exception, although it fails miserably in the gameplay stakes. 35%

TAZ-MANIA
SEGA
A good platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's worth persevering. 70%

TAZ IN ESCAPE FROM MARS
SEGA
Taz returns in another fairly polished platform adventure, but it lacks originality and is too similar to its predecessor. Nevertheless, fans should enjoy it. 63%

THE TERMINATOR
VIRGIN
One of the finest platform blasters ever to arrive. Absolutley superb sprite animation and some totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 88%

TERMINATOR II
ARENA
A mediocre release that tends to fall into the same category as many other film-based releases with the standard platform action and only a reasonable attempt to adapt the movie plot. 65%

T2: JUDGMENT DAY
Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. This game should be terminated. 20%

TOM AND JERRY
SEGA
A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this an enjoyable adventure. 74%

ULTIMATE SOCCER
SEGA
A soccer sim that has all the stats and options but fails to match the appeal of World Cup USA. Fiddly controls and shoddy sprites. 68%

VAMPIRE MASTER OF DARKNESS
SEGA
Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 80%

THE VIKING CHILD
GAMETEK
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. Nice one. 81%

WIMBLEDON
SEGA
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, it's far too difficult. 48%

WINTER OLYMPICS
US GOLD
The same lack of variety in events stalks this release making the snowy ride an awkward and annoying one at times. 69%

WOLFCHILD
VIRGIN
Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 57%

WONDER BOY
SEGA
This little foray adds fun to the normal arcade adventure formula. The great graphic and sonic effects, combined with deep gameplay, make this an addictive game. 78%

WONDER BOY: DRAGON'S TRAP
SEGA
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. 68%

WOODY POP
SEGA
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 82%

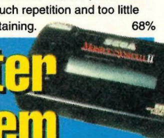
WORLD CLASS LEADERBOARD
SEGA
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but the two-player mode is quite appealing. 78%

WWF RAW
ACCLAIM
This dodgy wrestling game features the usual array of WWF stars, but they're way too easy to beat. 47%

WWF: STEEL CAGE CHALLENGE
ACCLAIM
The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. 80%

ZOOL
GREMLIN
Although very colourful and smooth, this platformer still loses out with too much repetition and too little content to be truly entertaining. 68%

Master System



ACE OF ACES
SEGA
Simple MS flight sim. In-game graphics are pretty dreadful. 50%

ACTION FIGHTER
SEGA
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 48%

THE ADDAMS FAMILY
ACCLAIM
Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. 68%

AGASSI TENNIS
TECMAGIK
The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 74%

SEGA PRO PROFILE

AERIAL ASSAULT
SEGA
Ancient shoot-'em-up relying on old-fashioned principles of keeping the player busy. Graphics and sound are now dated. 55%

ALADDIN
SEGA
A different game from the MD with much less platform fun to offer. 54%

ALEX KIDD IN HI-TECH WORLD
SEGA
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. Argghhh! 40%

ALEX KIDD IN MIRACLE WORLD
SEGA
This is undoubtedly his most successful attempt. It was designed in competition to Mario and uses many of the same popular and successful elements. 80%

ALEX KIDD IN SHINOBI WORLD
SEGA
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 76%

ALEX KIDD AND THE LOST STARS
SEGA
Usually Alex Kidd provides you with a testing challenge that will last for months on end. Not this one, though! 65%

ALIEN 3
ACCLAIM
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a winner. 80%

ALIEN STORM
SEGA
Massive 'save the human race' game, with cool visuals, but a bit easy. A sort of Golden Axe in the 21st century. 75%

ALIEN SYNDROME
SEGA
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy alien-infested ships. 77%

ALTERED BEAST
SEGA
Bad conversion of the old coin-op. A beat-'em-up that's severely flawed by flickery sprites and dodgy scrolling. 40%

AMERICAN BASEBALL
SEGA
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bit of bat and pitch play. 70%

AMERICAN PRO FOOTBALL
SEGA
This takes a top-down view of the proceedings. The graphics are small but distinct and have a little animation. Not brilliant but good for beginners as everything is kept simple. 65%

ARCH RIVALS
FLYING EDGE
Basketball with an attitude as rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player. 69%

ARCADE SMASH HITS
VIRGIN
Centipede, Break-Out and Missile Command all in one cart. All these 'arcade classics' are basic but still pretty playable. 66%

ASSAULT CITY
SEGA
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 68%

ASTERIX
SEGA
This arcade adventure captures the feel of the comic books very well, but the gameplay now looks a bit tired. 72%

ASTERIX AND THE GREAT RESCUE
SEGA
Nice graphics, with some of the best sprites on the Master System, but the platform gameplay is just a bit too predictable. 74%

AZTEC ADVENTURE
SEGA
Could have been a fun arcade adventure if you didn't return to the start every time you die. If the graphics weren't good, it would be insufferable. Good graphics rescue it. 60%

BACK TO THE FUTURE III
FLYING EDGE
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 69%

BANK PANIC
SEGA
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 63%

BART VS THE SPACE MUTANTS
FLYING EDGE
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 90%

BASKETBALL NIGHTMARE
SEGA
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 79%

BATMAN RETURNS
SEGA
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 43%

BATTLE OUT RUN
SEGA
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome Out Run rehash. 57%

BLADE EAGLE 3-D
SEGA
Addition of 3-D graphics pulls this shoot-'em-up above the level of the usual. Little challenge on the early levels but punishes on the last. 64%

BOMBER RAID
SEGA
Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes boring. 30%

BONANZA BROS
SEGA
Great graphics and extra bonus stages. Really a two-player game it's also brilliant in one player as you try to loot all ten stages. 87%

BUBBLE BOBBLE
SEGA
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player mode. 81%

BUGGY RUN
SEGA
An enjoyable run over some sandy courses. As usual, these kind of races are more of a laugh (and a challenge) on two-player. 70%

CALIFORNIA GAMES
SEGA
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – are all fairly playable, if a bit simple for long-term appeal. 68%

CALIFORNIA GAMES II
SEGA
Hanging ten may be fine in California but it's not very interesting on the Master System. Every event looks dated and gameplay is simple. 58%

CASINO GAMES
SEGA
This will help solve your addiction to one arm bandits in five minutes. After playing all of the games, you'll be sick of the sight of them. 34%

CASTLE OF ILLUSION
SEGA
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 90%

CHAMPIONS OF EUROPE
TECMAGIK
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and good gameplay. 85%

CHASE HQ
SEGA
Dubious conversion of the coin-op driving game. It takes ages to reach the drug dealers' car and if you mess up it takes ages to relocate them again. 62%

CHOPLIFTER
SEGA
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 84%

CHUCK ROCK
VIRGIN
Hilarious Neanderthal platformer with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 79%

CHUCK ROCK 2
CORE
Chuck's son brings some stone-age humour to the MS. Good platform action from start to finish. If you liked the original... 74%

CLOUD MASTER
SEGA
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five levels. 60%

COLUMNS
SEGA
Possibly the best Sega machine implemention of this excellent Tetris beater. It is far more enjoyable and rewarding than the popular original, especially in two-player versus mode. 90%

COSMIC SPACEHEAD
CODEMASTERS
A brilliant interactive cartoon adventure with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 92%

CRASH DUMMIES
ACCLAIM
A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 50%

CYBER SHINOBI
SEGA
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. The gameplay lacks content and it's fairly easy. 58%

CYBORG HUNTER
SEGA
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 52%

DANAN: THE JUNGLE FIGHTER
SEGA
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 60%

DEAD ANGLE
SEGA
A simple Op Wolf clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss. 41%

DEEP DUCK TROUBLE
SEGA
Fun — if a more than a little samey — sequel to the playable Donald Duck. The only real quibble with this well constructed platformer is that there isn't enough of it! 79%

DESERT SPEEDTRAP
IMPORT
A neatly-presented platformer that, unfortunately, isn't as good as it looks. Too few levels will mean the fun won't last. 61%

DESERT STRIKE
DOMARK
The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included here. A real programming achievement and top of any MS owner's list. 92%

DINOBASHER
CODEMASTERS
Despite some decent graphics and sprites the constant repetition of levels and enemies will see boredom set in far too early. 51%

DOUBLE DRAGON
SEGA
This is a very accurate conversion suffering from being a bit too easy for a game with only a few levels and similar gameplay. 59%

DOUBLE HAWK
SEGA
Two fighters must blast all who stand in their way, and pick up all the power-ups along the way. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 60%

DRAGON
VIRGIN
2Mbist and too old. With so little memory this is missing that killer punch a beat-'em-up needs. 47%

DRAGON CRYSTAL
SEGA
This seems lost and vacant in the abyss of a TV screen. Even so, there's probably enough challenge in there to keep RPG fans happy for months. 76%

DYNAMITE DUKE
SEGA
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to Operation Wolf, but the graphics are far superior. 64%

DYNAMITE DUX
SEGA
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects the action, but in the main this is a lot of fun to play. 75%

ECCO THE DOLPHIN
SEGA
If you're looking for an excellent MS game, look no further. It's so playable it releases the MS from its watery grave. 91%

F1
DOMARK
A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. A basic race sim. 61%

F-16 FIGHTER
SEGA
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 60%

FANTASTIC DIZZY
CODEMASTERS
The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. Great! 90%

FANTASY ZONE
SEGA
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sunglasses! 84%

FANTASY ZONE 2
SEGA
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 85%

FANTASY ZONE 3
SEGA
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS
Sod the storyline, let's just stick a gun on the car and see how it goes! Well it doesn't go too badly, as it happens. 73%

THE FLINTSTONES
GRANDSLAM
The high quality of programming is evident. Unfortunately everything is very simple to execute and the gameplay soon bores you. 59%

GAIN GROUND
SEGA
You and a friend have to choose from a band of warriors and attack a number of strongholds. Good team-play and very addictive. 76%

GALAXY FORCE
SEGA
This coin-op game is good fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. 79%

GANGSTER TOWN
SEGA
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 54%

GAUNTLET
SEGA
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM
Boxing simulation, also known as Heavyweight Champ, that offers different fighters. Gameplay is mediocre. 59%

GHOSTBUSTERS
SEGA
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 40%

GHOST HOUSE
SEGA
Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA
A medieval romp through the undergrowth and onto gigantic guardians. May not have all the special FX, but plays very well. 83%

GLOBAL DEFENSE
SEGA
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 65%

GLOBAL GLADIATORS
VIRGIN
It may look like one of the best MS games around, but the control method is a complete letdown and is frustrating after about five minutes. 62%

G-LOC
SEGA
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 77%

GOLDEN AXE
SEGA
A respectable attempt at portraying a favourite hack-'em-up. But you only get the choice to control one player, not three. 70%

GOLDEN AXE WARRIOR
SEGA
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's good fun to play. 79%

GOLVELLIUS
SEGA
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 67%

GP RIDER
SEGA
The riding stakes may be high, but the flickery sprites and poor graphics let GP Rider down. There's little variety between races and an annoying control method. 48%

GREAT BASEBALL
SEGA
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are decent and it's still playable. 70%

GREAT BASKETBALL
SEGA
Die-hard fans will be more at home here. The two-player mode makes the game a decent challenge, but the CPU opponents are sadly too easy. 70%

GREAT FOOTBALL
SEGA
There is no reason to buy this game with the likes of Joe Montana already out. This is a crinkly attempt without any atmosphere. 54%

GREAT GOLF
SEGA
There is no reason to buy this game with the likes of Leaderboard already out. This oldie is now showing its age. 53%

GREAT ICE HOCKEY
SEGA
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 51%

HANG-ON
SEGA
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 75%

HEROES OF THE LANCE
US GOLD
This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 48%

HOME ALONE
SEGA
You bounce around different houses, avoiding crooks and picking up items. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 56%

IMPOSSIBLE MISSION
US GOLD
An excellent conversion packed with everything from the original – even the speech. Meanwhile the animation is second to none. The great platform gameplay is very addictive. 88%

THE INCREDIBLE HULK
US GOLD
As with the Game Gear version, this mediocre platform beat-'em-up suffers from extremely repetitive, laborious gameplay. It's also way too easy – even on Hard level. 44%

INDIANA JONES 3
US GOLD
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 70%

JAMES POND II
US GOLD
This platform adventure is very much like a shortened Super Mario World with each level carrying a colourful toy theme that's achieved by outstanding graphics. Excellent stuff. 87%

JOE MONTANA FOOTBALL
SEGA
If only it wasn't so blinking easy, this gridiron sim would keep you playing for ages. There are tons of moves plus Joe's recommendations. The overhead side-view works well. 76%

JUNGLE FIGHTER
SEGA
Scrolling sword-fighting game that becomes quite addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 50%

KENSEIDEN
SEGA
While there's no doubting the size of Kenseiden, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX
TENGEN
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. All the same, the classic puzzle action is still very addictive. 73%

KRUSTY'S FUN HOUSE
ACCLAIM
Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps manned by various members of The Simpson family. 80%

KUNG FU KID
SEGA
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of martial-art mediocrity. 50%

LASER GHOST
SEGA
One of the better Phaser games, this can also by played just as effectively with the joypad. There are some great static pictures and backgrounds to admire as you blast away. 77%

LAND OF ILLUSION
SEGA
A brilliant sequel to Castle Of Illusion. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 90%

LEMMINGS
SEGA
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics and so addictive. 89%

LINE OF FIRE
SEGA
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. Mindless fun. 70%

THE LION KING
VIRGIN
An excellent licence with superbly detailed graphics and lots of involving platform gameplay. A very good MS adaptation. 87%

LORD OF THE SWORD
SEGA
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 69%

THE LUCKY DIME CAPER
SEGA
Donald Duck's platformer is amongst the best games around. The graphics are superb. Best of all, it's mega-tough and addictive. 89%

MARBLE MADNESS
VIRGIN
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 74%

MASTER OF DARKNESS
SEGA
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platformer that should keep fans happy for a while. 70%

MAZE HUNTER 3-D
SEGA
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 62%

MEAN BEAN MACHINE
SEGA
The king of puzzlers transfers to the MS with bags of style. It's the frantic gameplay that'll keep you beaning against your mates (and the CPU characters) for days on end! Utterly addictive. 90%

MERCS
SEGA
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 60%

MICRO MACHINES
CODEMASTERS
A really great racing title that proves addictive from day one. Superb graphics and difficult tracks will keep you hooked. 90%

MIRACLE WARRIORS
SEGA
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 80%

MISSILE DEFENCE 3-D
SEGA
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. What's the point? 72%

MORTAL KOMBAT
ACCLAIM
A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 92%

MS PACMAN
TENGEN
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but dated. 59%

MY HERO
SEGA
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. 54%

NEW ZEALAND STORY
TECMAGIK
Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness anyone could wish for, but it's very hard. 82%

THE NINJA
SEGA
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 65%

NINJA GAIDEN
SEGA
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. 88%

OLYMPIC GOLD
US GOLD
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 70%

OPERATION WOLF
TAITO
The old Phaser gun should have come into its own but the light detection is poor. Neat backdrops, but flickery scrolling is annoying. 67%

OUT RUN
SEGA
There just isn't the feeling of speed in this coin-op conversion. Graphics are kept to a minimum and are very simplistic. 62%

OUT RUN EUROPA
US GOLD
This European interpretation of Out Run comprises more vehicles and a longer route. It also tags on a more plausible storyline. 80%

PAC-MANIA
TECMAGIK
An excellent interpretation of the isometric 3-D maze game, which plays pretty well. Looks very old hat though. 68%

PAPERBOY
TENGEN
Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills. 73%

PGA TOUR GOLF
TENGEN
A superb golfing tournament for the MS. Plenty of effort has gone into the structure with fine graphics and realistic stats. 90%

PHANTASY STAR
SEGA
It may be old, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery backup. You'll be coming back to this. 90%

PIT-FIGHTER
DOMARK
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 63%

POPULOUS
TECMAGIK
A strategy game that you'll either love or hate, this is very accurate to the original. 80%

POWER STRIKE
SEGA
An environmentally friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A playable enough blaster. 72%

POWER STRIKE II
SEGA
A shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour action and detailed sprites. 74%

PRO WRESTLING
SEGA
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 46%

PREDATOR 2
ARENA
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 36%

PRINCE OF PERSIA
DOMARK
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and addictive. 85%

PSYCHIC WORLD
SEGA
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy bombs. 48%

PSYCHO FOX
SEGA
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. 80%

PUTT 'N PUTTER GOLF
SEGA
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 78%

RAINBOW ISLANDS
SEGA
A highly cutesy follow-up to the very cutesy Bubble Bobble. Bright, cheerful and fun throughout, but much too easy. 69%

RAMBO III
SEGA
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction doesn't last. 65%

RAMPAGE
SEGA
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. A fun conversion of the old coin-op. 72%

RAMPART
TENGEN
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 75%

RASTAN SAGA
SEGA
Hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. Longer lasting fun. 82%

RC GRAND PRIX
SEGA
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but this was poor even in its day. 45%

RENEGADE
SEGA
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 40%

RESCUE MISSION
SEGA
Protect medical supplies that are being distributed to the troops. The graphics are great and the game-play's spot on. Got a Phaser? Then get this! 84%

ROAD RASH
US GOLD
Classic stuff. Ride rough-shod over your opponents in the original race 'n' beat. An array of bikes and courses. Get rashed! 90%

ROBOCOP 3
ACCLAIM
Yet another film release without much originality. Very basic gameplay makes this sad. 47%

R-TYPE
SEGA
This is arguably the greatest shoot-'em-up to ever grace the MS. Bar the odd graphic deficiency, it's a totally accurate coin-op conversion. 90%

RUNNING BATTLE
SEGA
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 34%

SCRAMBLE SPIRITS
SEGA
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. 34%

SECRET COMMAND
SEGA
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Enjoyable carnage. 78%

SEGA CHESS
SEGA
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 80%

SENSIBLE SOCCER
SONY
A very playable game of footy. Presentation is kept simple but effective and you still have all the different styles and formations. 88%

SHADOW DANCER
SEGA
Suffers from flickery graphics and bad response rate, but there are pleasing effects and a lightning quick dog for a companion. 59%

SHADOW OF THE BEAST
TECMAGIK
Tecmagik did the business on this conversion of Beast. Superb visuals, excellent music and some improved gameplay. 81%

SHANGHAI
SEGA
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 80%

SHINOBI
SEGA
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels withthat should be a doddle. 69%

SHOOTING GALLERY
SEGA
Only four simple rounds of shooting various targets in this light-gun game. 52%

SHOOTING GAMES
SEGA
Hone your light-gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Not bad. 60%

SLAP SHOT
SEGA
Like its MD counterpart, EA Hockey, Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 68%

THE SMURFS
INFOGRAMES
The squeaky-voiced blue folks leap into platform action. Despite boasting some varied sections, the main level designs are way too predictable to offer much long-term interest. 54%

SONIC CHAOS
SEGA
Play as Sonic or Tails in this platformer. Great graphics but the gameplay hasn't changed and it's all just too easy! 69%

SONIC SPINBALL
SEGA
Sonic stars in his own pinball game – as the ball! Unfortunately this conversion is far too easy to complete as you can move him around far too much in midair. Flippin' easy. 63%

SONIC THE HEDGEHOG
SEGA
Totally excellent conversion proving that the MS can retain some originality. Sonic's original adventure is still playable. 83%

SONIC THE HEDGEHOG 2
SEGA
A fantastic version of the most famous game in the world, but it's bugged. Don't be too disappointed when Tails doesn't appear. 87%

SPACE GUN
SEGA
If you're a dab hand with the Phaser, this title might just bring a smile to your face. 56%

SPACE HARRIER
SEGA
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. 74%

SPEEDBALL 2
VIRGIN
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 88%

SPELLCASTER
SEGA
One of the greatest and toughest RPGs on the MS, ranking almost as good as Phantasy Star. You'll go underground, through space and time and even to the land of the dead. 86%

SPIDER-MAN
SEGA
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 72%

SPY VS SPY
SEGA
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. 83%

STAR WARS
US GOLD
This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 88%

STRIDER
SEGA
The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 60%

STRIDER II
US GOLD
Very similar to the original Strider in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 65%

STREETS OF RAGE
SEGA
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 82%

SUMMER GAMES
SEGA
This is a real disappointment. The graphics are hopeless with terrible sprites and no detail in the backgrounds. Give it a miss. 40%

SUPER OFF ROAD
VIRGIN
Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper. Sprites are a little shoddy, but the speed compensates for this. 81%

SUPER KICK OFF
US GOLD
All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a shame. 68%

SUPERMAN
VIRGIN
A platformer that suits our superhero down to the ground. Each level contains well drawn backgrounds and impressive sprite animation. 74%

SUPER MONACO GP
SEGA
A simultaneous split-screen two-player mode makes for bad graphics with flimsy backgrounds and unrealistic animation. 48%

SUPER MONACO GP II
SEGA
A useless motor racing simulation. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 82%

SUPER SMASH TV
ACCLAIM
A long-awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's much too hard. 60%

SUPER SPACE INVADERS
DOMARK
Original waves and a sensational simultaneous two-player option sets this miles above any clone. Still a great blast. 80%

SUPER TENNIS
SEGA
The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 74%

TENNIS ACE
SEGA
Forget Super Tennis. There's a great side-on close-up of the server and the view down onto the court works well. 80%

THE TERMINATOR
SEGA
Although having only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. Top back! 78%

THUNDER BLADE
SEGA
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection. 52%

TOM AND JERRY
SEGA
You're likely to finish this cartoon adventure far too quickly. Pleasant platform comedy, but it won't last long. 58%

TRIVIAL PURSUIT
DOMARK
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 76%

T2: JUDGMENT DAY
You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic punch and a pop-gun. Tedious. 35%

ULTIMA IV
SEGA
If you like RPGs such as Phantasy Star and SpellCaster, then you should have this in your collection. It's vast and challenging. 87%

ULTIMATE SOCCER
SEGA
Plenty of options and challenging competitions make this a well-put-together footy sim that has good graphics and gameplay. 79%

WIMBLEDON
SEGA
Centre court has never been so good on the MS. Realistic graphics and superb animations made even better by super-fast play. This is a tennis sim of the highest standard. 86%

WINTER OLYMPICS
US GOLD
The game that spawned awful TV ads. All the bob and ski events could do with a revamp as they're much too similar. A bit frozen. 58%

WOLFCHILD
VIRGIN
A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average. 57%

WONDER BOY
SEGA
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 70%

WONDER BOY IN MONSTERLAND
SEGA
The Boy's second outing continues the challenging gameplay. You have 12 levels to progress through and the action is constantly fast with some furious baddies. 73%

WONDER BOY IN MONSTERWORLD
SEGA
Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 75%

WONDER BOY III: DRAGON'S TRAP
SEGA
If you like the previous games, you'll go wild over the third outing which is the best by miles. A great arcade adventure. 80%

WORLD CLASS LEADER BOARD
US GOLD
A quality golf sim. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 80%

WORLD CUP ITALIA 90
SEGA
It's a lot easier to control the ball in this than Kick Off, but ultimately you feel more like you're playing a table-top pub game than anything close to the real thing. 67%

WORLD TOURNAMENT GOLF
SEGA
This golfing sim comes across fairly well on the MS. Many different competitions to enter and the controls are very easy to master. 72%

WWF: STEEL CAGE
ACCLAIM
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. A fiar simulation of the WWF action. 69%

XENON II
VIRGIN
You'll have great difficulty telling the difference between the 16-bit original and this great conversion. Great stuff, but there are some very dodgy collisions here. 76%

YS: THE VANISHED OMENS
SEGA
An excellent RPG, but doesn't have the playability of Ultima, Phantasy Star and SpellCaster. Even so, it's a real puzzler. 73%

ZOOL
GREMLIN
Easy access platform action that's let down by too little originality and a sorry amount of challenge. No surprises. 72%



AFTER BURNER
SEGA
The classic coin-op gets yet another conversion, but at least this one is virtually arcade perfect. At only £40, it's still a great blast with superfast 3-D scaled graphics. 84%

COSMIC CARNAGE
SEGA
A very disappointing one-on-one beat-'em-up that, apart from the odd bit of graphics scaling, looks like a normal MD game. Nowhere near as playable as MKII or SSFII. 62%

DOOM
SEGA
The best of the first few 32X releases, this is a great conversion of the legendary PC game. A 3-D maze blast-'em-up with scaled graphics and lots of gore. Incredibly playable. 94%

GOLF MAGAZINE'S 36 GREATEST HOLES
SEGA
Great graphics are the highlight of this decent golf sim, but the gameplay isn't up to par with EA's excellent *PGA* series. 79%

SPACE HARRIER
SEGA
Another old coin-op gets a perfect 32X conversion, but this 3-D blaster is old hat with incredibly mind-numbing action. 43%

STAR WARS ARCADE
SEGA
The superlative arcade machine is converted perfectly to the 32X with great polygon graphics and lots of enjoyable blasting. It can get a tad repetitive after a while, though. 87%

VIRTUA RACING DELUXE
SEGA
A souped-up 'deluxe' version that even outdoes the coin-op with a choice of three cars and two extra tracks. Smoother and faster than the previous normal MD version. 90%



CLOCKWORK KNIGHT
IMPORT
It's a platform game, but not as we know it. Lots of interaction with the 3-D backdrops makes this original and fun. 91%

GALE RACER
IMPORT
A souped-up conversion of the old Rad Mobile coin-op racer. Sadly the dodgy collision detection with other vehicles makes for unrealisitc overtaking and you'll soon complete it. 64%

VIRTUA FIGHTER
IMPORT
The brilliant arcade 3-D beat-'em-up gets a near-perfect conversion, suffering only from the odd bit of polygon flicker. This shows off exactly what the Saturn is capable of. 95%

That's all folks... for now! The ProFile section will be updated every month, so keep tuning in.

For details of our great games offers, please turn to Super Savers on pages 90–91. You'll be able to pick up some classic carts and CDs for rock-bottom prices. Even if the game you want isn't mentioned in Super Savers, we may be able to obtain it for you. So give Karen a ring on (01202) 780578 for availability and price.

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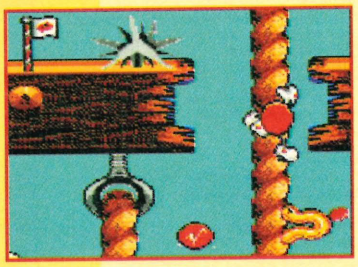
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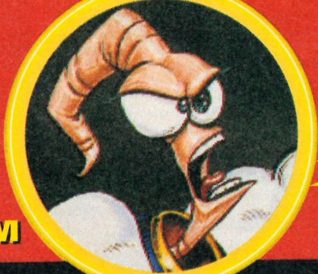


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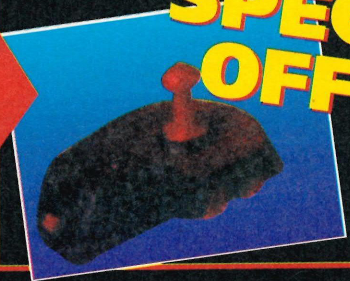


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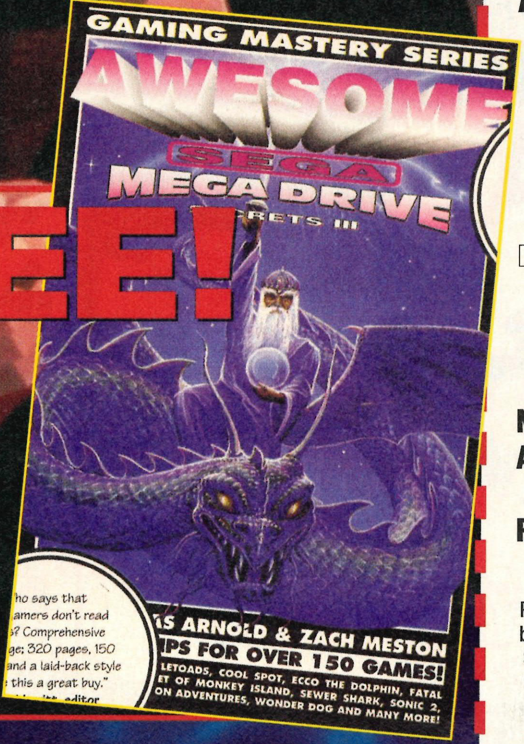
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SEGA PRO 31.8.94 PROTEST!

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Chris Marke,
Protest, SEGAPRO,
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth BH1 1NF.
(SEGAPRO reserves the right to clip letters sent in by our readers.)

PROTEST!

This is your section of the magazine. We give you the chance to air your views on any subject that fascinates you, foxes you or simply makes you furious. There are also loads of carts and T-shirts to be won – so get writing!

PROART

Too much artwork is missed because it has been addressed to ProTest. Send your art to ProArt instead. Sorry – but we cannot return your work.

PROTEST!

It's letters time again! Oh joy, oh rapture and other such over-the-top statements. This month my sacks really have been bursting to breaking point; so much so that the lovely receptionists here at Paragon Towers have had trouble stopping them from overflowing every morning. However, I'm not complaining – we're getting loads of mail, so we must be doing something right, especially as most of it's complimentary! If you want to jump on our bandwagon write to SEGAPRO, Britain's best Sega magazine, with your thoughts, problems and posers.

LICENSED TO QUESTION!

The name's Bond, Jonathan Bond... enough of that! Right, on with the questions:

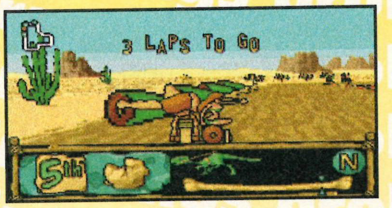
1. Virtually everyone in the world as far as I'm concerned is eagerly awaiting the release of, yes you guessed it, the Saturn. Do you have any idea of the price it will be released at over here? At the moment I am in the position to buy one as soon as it hits the shops but two possible prices have been rumoured, £300 or £400 with a game. Is this the right price margin or is it a load of old tosh? Do I need to be saving £300 or £400 for September of this year? Is it worth it?

2. Ready for the word Saturn again?. Well here we are. With the already 64-bit systems on the market how is the Saturn going to bear up to the likes of the 3DO, Playstation and Jaguar? Will these machines trample all over the Saturn's specs leaving it at the bottom of the pile, or will the Saturn knock the living daylights out of these machines?

3. How good can Saturn games get in terms of graphics?

Thanks for answering these questions for me and I would like to congratulate you on the brilliant Issue #41 of SEGAPRO CD, with the TWO top-class Mega-CD games on the front, together with the great news, reviews and previews. Keep up the good work.

Jonathan Bond, Cambridge







1. The price isn't official as yet but we reckon it'll be around £399. Yes. Yes.

2. Very well. With its massive software support the Saturn won't be taking any prisoners!

3. From what we've seen so far they can be superb. Clockwork Knight, *for example, had some amazing graphics. However, on the downside* Gale Racer *was well dodgy!*

WHAT'S IT ALL ABOUT?

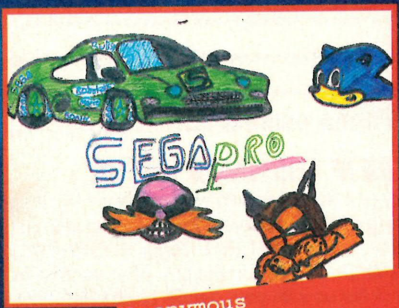
Having just extended my Mega Drive with a Mega-CD, I have been looking for some CD+G for it. I am not sure what CD+G is and I can't find anywhere that sells it. Can you help me?

Darren Warburton, Scunthorpe

Well Darren CD + G stands for Compact Disc + Graphics, simple really eh? A title that would fall under this banner is something like

PROART

Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want!

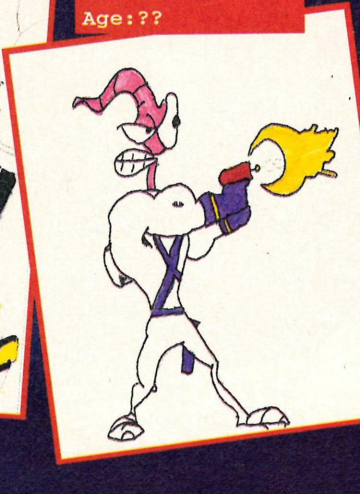


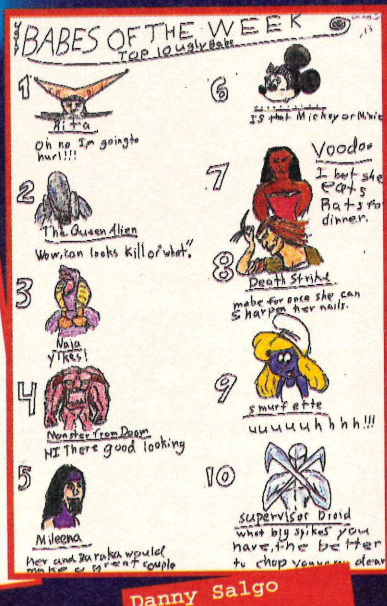
Anonymous
Age:??



Michael Kitch
Age:9.5

Russell Yeamans
Age:??





Danny Salgo
Age:13

PROTIPS

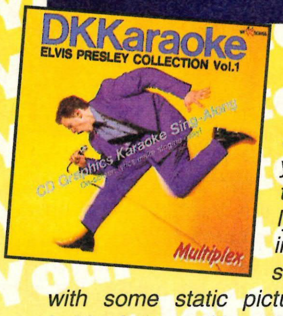
Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark tunrs his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!

PROHELP

Our revitalised section is much bigger and better than ever! So if you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem. You can be sure that whoever has drawn the short straw that month will help!

PROSCORES

Yep, they're back in the mag and better than ever. If you have a score you think whips all the other scores into submission, please fill in the usual form thing and send it in to us with photographic evidence. Who knows, there may be a prize in it!



DKKaraoke, which allows you to sing-a-long to your favourite tracks, the lyrics appearing on the screen along with some static pictures. To get hold of these (if you're really that desperate!) try ringing some of the mail-order companies advertising in the mag. However, unless you're a great fan of the karaoke scene, don't expect great things mate.



QUID PRO QUO

Please, please, please, please, please could you answer my simple questions?:

1. Will *Virtua Fighter*, *Rise Of The Robots* or *Primal Rage* ever come out on the 32X?
2. Which do you think is better – *Cannon Fodder* or *Rock 'N' Roll Racing*?
3. I have *Virtua Racing* for the Mega Drive. Should I get *VR Deluxe* for the 32X?
4. I have heard that *Mortal Kombat 3* was released in the arcades in December. Is this true because I haven't seen it where I live?
5. Will the Mirror Mode (*VR*) work on *VR Deluxe* for the 32X?

SEGAPRO is the best (I know cos I've tried all the rest) and keep up the brill work.

Neil Redfern, Greasby

As you begged so pathetically and with so little shame, I was tempted to ignore your pleas. However, being a damn nice chap I relented so here goes:

1. Yes, Yes, Yes!
2. Cannon Fodder.
3. Yes.
4. MK3 is destined to be released in the arcades but at the moment it's still under development.
5. No, but our tipster Pilky has a cheat to activate the Mirror Mode on the 32X version – take a look at this month's ProTips!





SIMPLE SIMON

I'd just like to tell you that Simon Rochester, who wrote to you, is a friend of mine, but probably won't be after this. He asked you for two cheats in Issue #40 for *Sonic 2* and *Jungle Book* on

PROQUOTES

I only got an apple and an orange for Christmas but wanted a 32X. Will you do a swop with me?
Terry Wilson, Birmingham
The fruit is going to be a bit rotten by now and, more importantly, you should count your blessings you got anything at all!

Help me Obi-wan Kenobi, you're my only hope.
Bradley Glen, Essex
I think you're only hope is the Twilight Home for the Permanently Bewildered.

If you're so clever how come Chelsea only came third in the Fantasy League?
Bobby Gill, Liverpool
I let the others beat me to keep the team's morale up. Anyway, I bet you're just gutted because the Scousers finished bottom of the league!

PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SEGAPRO (Honest!) as we really do care about our readers' points of view.

In this section we aim to help those in need, respond to those in distress and be there for those whose gameplaying misery is deep! After all, we're genuine, caring people! If the family Mega Drive just isn't working properly, your Game Gear is constantly causing headaches or you're after an elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
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Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF

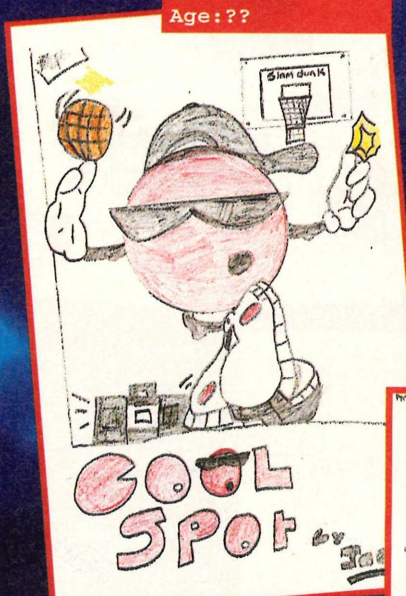
Neil Tugby from Wolverhampton has written into Problems and Procures with a query on the Mega-32X that a lot of other readers are also curious about. He asks if the 32X can be plugged into the Mega-CD in order to play 32X CDs. He says he asked all the relevant shops but none of them had a clue (bloody typical I'm afraid, Neil!), so he thought he'd ask the experts. Another similar question from **Chris Thomas of London** has been sent to us asking if it's possible to play 32X CD imports such as *Corpse Killer* on the British system?

Well Neil, the simple answer is yes the 32X CD games have all been designed to work in conjunction with the Mega-CD. However Chris, as there are no official 32X CD releases at the moment, don't be tempted to buy any of the 32X CD import games unless you own a complete import system. This means the Mega-CD, 32X and Mega Drive must all come from the good ol' US of A. Sadly the CDX adaptor will not work with 32X CDs – sorry folks!

An anonymous reader wrote in to say he or she was having problems with the Action Replay cart and could we tell them where to go to get it fixed? Well anon, your best bet is to give Datel Electronics (they produce the Action Replay) a ring and ask them what you should do. The number is **0782 744 707** and I'm sure they'd love to help.

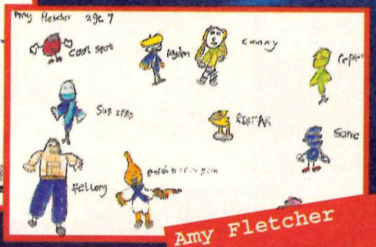
Marko Jakic writes in from London to ask who the producers of

James
Age:??

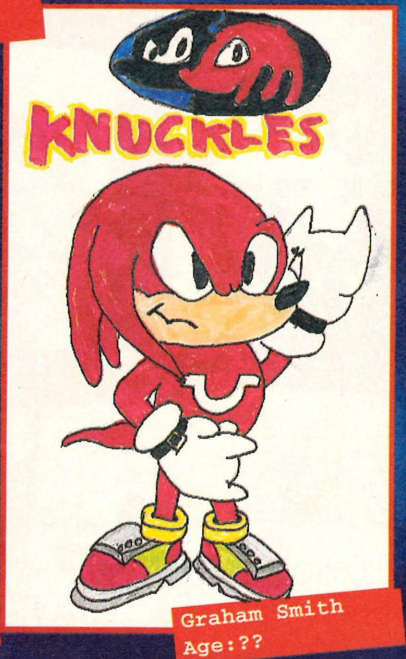


C Thompson
Age:14





Amy Fletcher
Age:7



Graham Smith
Age:??

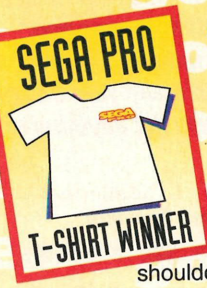


Marko's Magic Football are, how he can get in touch with them and where he can get hold of a copy of the game. Marko tells us he was originally from Bosnia, his favourite sport is football and he is fascinated by this particular game because it carries his name as well as being about his favourite sport! Marko is 32 and unfamiliar with the world of Sega, but after seeing SEGAPRO he would like to get to know games like *Magic Footie* a little bit better.

Thanks for writing in, Marko, and I hope reading the magazine has inspired you to take a more active interest in the Sega scene. Anyway in answer to your questions, *Marko's Magic Football* was originally distributed on the Mega Drive by Domark, telephone 081 780 2222. However, recently distribution of their console titles has been taken over by Acclaim, so if you fancy the Mega-CD version of the game you'll have to go through them (tel 071 344 5000). To get hold of the game simply ask for it at any of the major Sega retail stores and if they haven't got it in stock I'm sure they'll manage to place an order for you. I hope you enjoy the game, Marko, and remember: keep reading SEGAPRO for the all the best news, previews and reviews!

the Game Gear. The thing is he hasn't even got a Game Gear, in fact he has only got a radio. Sorry Simon!
Michael Burford, Address Unknown

Bloody hell, this bloke's a nutter. Oi nutter, what are you on? My first reaction on opening this madness was to bin it immediately, but after giving the matter some thought I decided to print it to show the kind of insanity at large within our society. Let's be honest, Michael, this has to be the most pointless letter in history and I hope Simon gives you a right kicking next time he sees you. Saying "sorry Simon" just isn't good enough this time!



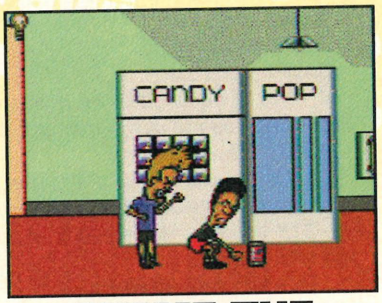
'ARD AS NAILS!

I'm tough as old boots, me, and to prove it I often attempt to pick up two people on me shoulders. It's dead easy if you're as tough as I am and the boilers love it as well, ya know! Although if anyone tries to chat up my bird they're dead cos I don't mess about.

I'm writing in to say I'm fed up with all the hype about these big girl's blouses in *Mortal Kombat* and *Street Fighter*. I mean they're even making films about these saddos now. Let me tell you if any of these boys came down my way I'd 'ave 'em before they knew what had hit 'em and I don't just talk about it either. To finish off I just want to challenge anyone who disagrees with me. If you don't like what I've said write into SEGAPRO and whine about it. I'll then come to your town and sort you out big time and I will too.
Tim Greenwood, Manchester



Well this is definitely the month for nutters writing in and no mistake! This guy sounds like he wants to take on the world and his wife, but I reckon it's all talk. I bet he can't really put two people on his shoulders. No way. What really happens is he tries to get them both up, collapses under the strain and then gets slated for it by his mates. Anyway I don't condone violence so I hope no-one out there takes up this ridiculous challenge, even if you are the world's biggest beat-'em-up fan. However, I'm going to give this guy an exclusive SEGAPRO T-Shirt, mainly for being an even bigger nutter than that other bloke!



GIMME THE GAME GEAR!

I bought my Game Gear two months ago. I wish you wrote what your magazine had in its contents instead of just mentioning Game Gear on the front cover, as I was expecting one lousy review. I'd have bought it ages ago if only I'd realised its contents. This month, Issue #41, has four reviews and a preview. That's excellent. I was very pleased!

Now getting to the point, I have obviously missed many reviews and previews for the Game Gear. So I have singled out a few games. I'd be grateful for you to tell me if you covered these games:

1. *Castle Of Illusion*
2. *Chuck Rock 2 – Son of Chuck*
3. *Columns*
4. *Crystal Warriors*
5. *F1*
6. *Fire And Ice*
7. *Road Rash*

Also the software mail-order companies in your magazine, do they get checked first by yourselves to see if they are trustworthy? I only ask as I'm tempted to use one or two of them. I know it's not a guarantee, things do go astray, but it would give me peace of mind.

Lastly (honest!), will Sega bring out *New Zealand Story* for GG and do you know if a game based on the cartoon characters *Beavis And Butt-Head* will ever be released for the GG?

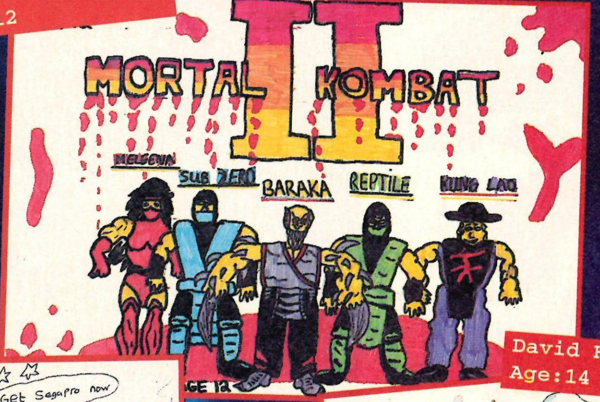
Hope you can help.
D Sears, Gillingham

Thanks for the praise D, and I can promise you we will continue to give you the best coverage of every Sega system. Onto your questions:

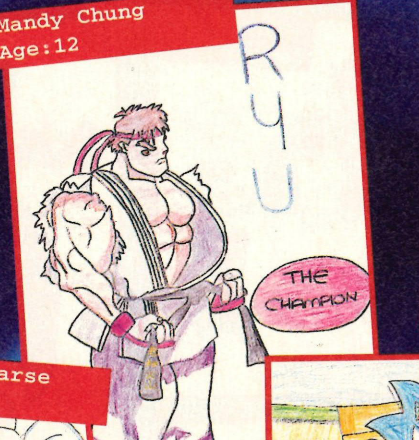
1. It got 90% and was described as "an essential purchase!"
2. 75% but not as good as the Master System version.
3. 91% – an all-time classic.
4. 71% – a fair RPG..
5. 81% – good for racing fans.
6. 56% – major disappointment..
7. It was never reviewed.

Although I can't guarantee 100% reliability, the mail-order companies in the magazine are usually trustworthy. In answer to your final questions, New Zealand Story *isn't scheduled for a GG release and* Beavis And Butt-Head *was reviewed in the last issue, getting 44%.*

Matthew Hall
Age:12



Mandy Chung
Age:12



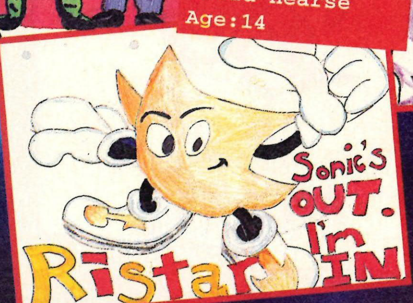


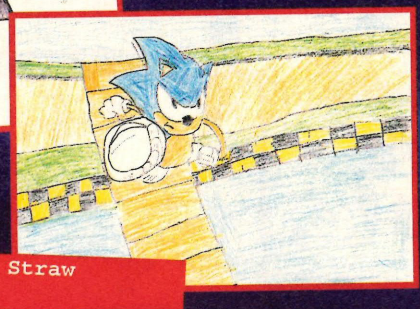
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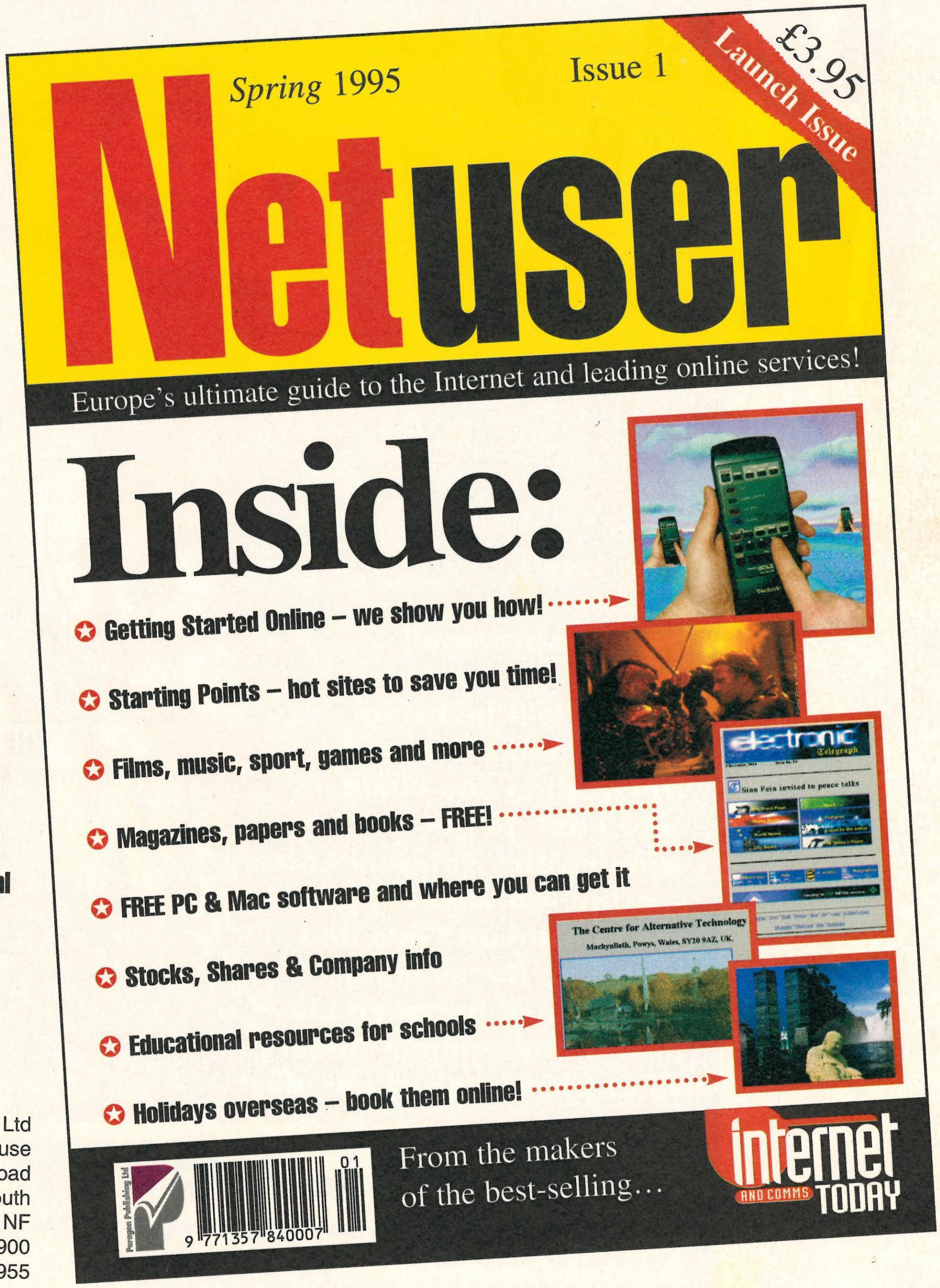
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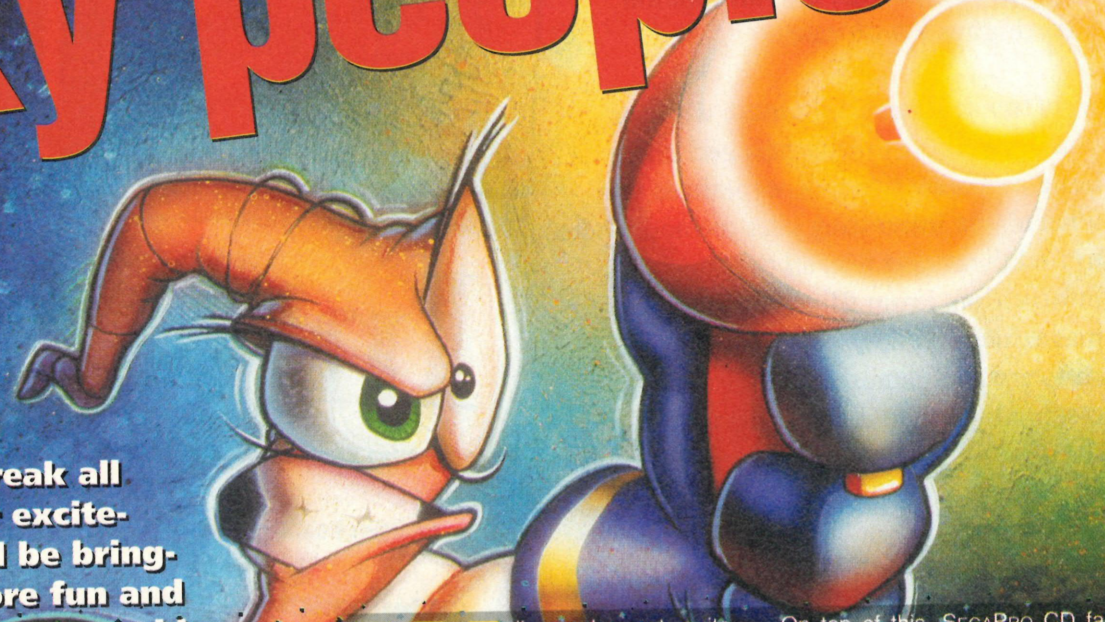
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Well, maybe not quite that much excitement, but we will be packing your favourite magazine with a host of exclusive news, previews and reviews. In fact we've got one extremely juicy morsel in the pipeline you really will have to see to believe. Although we can't reveal all at this stage, suffice to say it's an exclusive in-depth look at one of the hottest properties of 1995!

On top of this, SegaPro CD fans are in for the thrill of a lifetime. We're hoping to bring you our biggest scoop since the magazine began with a massive, fully playable CD demo of *Earthworm Jim*. This was one of the most original games of 1994 and the CD version is even better, containing a host of new features. To find out more you'll have to buy SegaPro CD – the only magazine for Mega-CD owners. You know it makes sense!

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